CU
AMIGA

OVER 100,000 COPIES SOLD EVERY MONTH

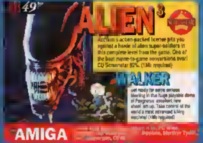
4-PAGE REVIEW STREETFIGHTER 2

SAVE £50!

BRILLIANT 3D DRAWING PACKAGE

DISK 48
EXPERT 4D Jr.
Worth £50
AMIGA
PLUS

NO DISK ATTACHED?
ASK YOUR NEWSAGENT



DISK 49
ALIEN³
SCREENSTAR
WALKER
AMIGA

Acclaim's action-packed licence pits you against a horde of alien super-soldiers in this complete level from the game. One of the best movie-to-game conversions ever! CU Screenstar 92%. (1Mb required)

Get ready for some serious blasting in the huge playable demo of Psygnosis' excellent new shoot 'em up. Take control of the world's most advanced killing machine! (1Mb required)

NO DISK ATTACHED?
ASK YOUR NEWSAGENT

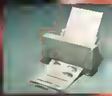
THE FUTURE OF AMIGA COMPUTING STARTS HERE...

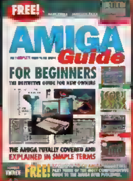
DELUXE PAINT 4.5
EXCLUSIVE REVIEW

VIDEO MASTER

FREE! REACH FOR THE SKIES POSTER INSIDE

CANON BJ-200





FREE!
AMIGA Guide
FOR BEGINNERS
THE DEFINITIVE GUIDE FOR NEW OWNERS
THE AMIGA TOTALLY COVERED AND EXPLAINED IN SIMPLE TERMS
FREE!

32-PAGE BEGINNER'S GUIDE TO THE AMIGA INSIDE!

FREE!

JANUARY1993 £3.95
US$6.95 CA$9.95 DM20
PTA 995 L13600 ASCH 170
AN EMAP PUBLICATION

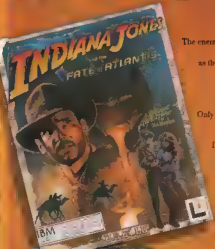
9 770963 009020 01

ONLY ONE MAN CAN HANDLE THIS MUCH ACTION AND ADVENTURE

Indiana Jones is a registered trademark of Lucasfilm Limited. LucasArts Games is a trademark of LucasArts Entertainment Company. Indiana Jones and the Fate of Atlantis 1992 LucasArts Entertainment Company. All rights reserved.

GOLD PHONE

SPELLJAMMER • PROPHECY OF THE SHADOW • THE SUMMONING • DARK SUN • EYE OF THE BEHOLDER • LEGEND OF DARKMOON (EYE OF THE BEHOLDER II) • DRAGONS OF FLAME • HEROES OF THE LANCE TEL **0839 654 139** OPERATION STEALTH • ANOTHER WORLD • FLASHBACK • CRUISE FOR A CORPSE TEL **0839 654 284** LUCASFILM HELPLINE • LECHUCK'S REVENGE (MONKEY ISLAND 2) • INDIANA JONES (LAST CRUSADE & FATE OF ATLANTIS) • LOOM •



The enemies prepare to blast the civilised world to Kingdom come as they race to retrieve the secret explosive buried in the Lost City of Atlantis.

Only one man stands in their way. The man with the hat...

In Lucasfilm's biggest computer blockbuster yet, Indy battles tooth and nail to save the world in his race to reach the mystical Lost City.

Point 'n' click your way through bruising fist fights . . soar over deserts ... plunge under oceans ... and explore 200 + lavish locations

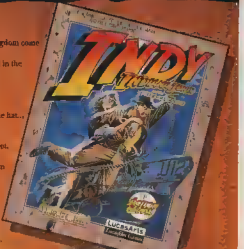
Shoot the action from 4 different angles ... amaze your senses with the cinematic sound system ... and 'play and replay ' with 3 challenging paths to saving the world from Hitler's fury...

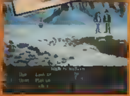
U.S. Gold and Lucasfilm Games present two thrilling versions of this feature game to test your nerve and brainpower - INDY IV GRAPHIC ADVENTURE and INDY IV ACTION.

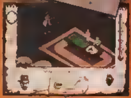
The ACTION game dishes out all the excitement you can handle in a breathless race against evil. The GRAPHIC ADVENTURE Game tests your grey matter with some of the toughest puzzles yet.

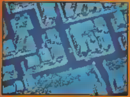
Individually, they're the hottest property this side of Atlantis.

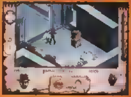
Together, they're the ultimate Indy experience.











Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification

INDIANA JONES® and the FATE of ATLANTIS™

INDY ACTION AVAILABLE ON: Amiga, PC & Compatibles, Atari ST, Amstrad (128k only) and C64 Cassette & Disk and Spectrum cassette.
INDY ADVENTURE AVAILABLE ON Amiga, PC & Compatibles.

U.S. GOLD

Used under authorisation by U.S.Gold Limited Units 2/3 Holford Way, Holford Birmingham B6 7AX. Tel: 021-625 3366 All other trademarks are acknowledged as the property of their respective owners.

ZAK MCKRACKEN • MANIAC MANSION • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL 0839 654 123
INFORMATION LINE: 0839 654 124 • LEGENDS OF VALOUR TEL 0839 993 366 • ACCESS HELPLINE
AMAZON TEL: 0839 654 394 • SIR TECH HELPLINE CRUSADERS OF THE DARK SAVANT TEL 0839 994 477
[illegible]

LucasArts
Lucasfilm Games

SPECIAL RESERVE ● SPECIAL RESERVE ● SPECIAL RESERVE

F1 GRAND PRIX 14.99

QUEST & GLORY 13.99

VROOM 12.99

WHEELS OF FIRE 7.99

PREMIERE 11.99

CRAZY CARS 3 9.99

TITUS THE FOX 9.49

HEIMDALL 11.99

ELITE 10.99

LOTUS TURBO 2 11.99

INTERCEPTOR 9.99

THUNDERHAWK 9.99

BATTLE OF BRITAIN 12.99

F19 STEALTH 14.99

JAGUAR XJ220 10.49

GRAHAM TAYLOR'S 10.99

MICROPROSE GOLF 13.99

SPACE CRUSADE 12.99

RAILROAD TYCOON 13.99

CHAMP MGR 12.99

JIMMY WHITE 14.99

JINXTER 3.99

XENON 2 6.99

PINBALL DREAMS 12.99

BATTLE ISLE 13.99

ISHAR 10.49

LEMMINGS 12.49

BLUES BROTHERS 8.99

HARLEQUIN 12.99

FIRST SAM & MEGALO 13.99

UTOPIA 11.99

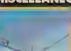
F15 STR EAGLE 2 14.99

SCRABBLE 17.99

Games marked NOP will not work on A500 Plus, A600 or A1200. Games marked NO12 will not work on the A1200

3D CONSTRUCTION KIT	[illegible]
3D CONSTRUCTION KIT 2	[illegible]
A-TRAIN (1 MEG)	22.49
A320 AIRBUS	[illegible]
ADDAMS FAMILY (1 MEG)	11.50
ADI ENGLISH (11-12)	[illegible]
ADI ENGLISH (12-13)	[illegible]
ADI ENGLISH (13-14)	[illegible]
ADI FRENCH (11-12)	[illegible]
ADI FRENCH (12-13)	[illegible]
ADI FRENCH (13-14)	[illegible]
ADI MATHS (11-12)	[illegible]
ADI MATHS (12-13)	[illegible]
ADI MATHS (13-14)	[illegible]
ADVANTAGE TENNIS (NO12)	[illegible]
AGONY	[illegible]
AIR BUCKS	[illegible]
AIR SEA SUPREMACY (GUNSHIP, SILENT SERVICE, P47 WINGS, CARRIER COMMAND) (NO12)	16.99
ALIEN BREED (SPECIAL EDITION) (1 MEG)	[illegible]
AMNIOS	[illegible]
AMOS (GAMES CREATOR)	[illegible]
AMOS 3D (REQUIRES AMOS)	22.99
AMOS COMPILER (REQUIRES AMOS)	[illegible]
AMOS EASY (FIRST STEPS TO PROGRAMMING)	22.99
AMOS PROFESSIONAL (PLUS COMPILER VERSION OF AMOS)	44.99
ANOTHER WORLD	[illegible]
APIDYA	16.99
AQUATIC GAMES	[illegible]
ARABIAN NIGHTS (NO12)	[illegible]
ARCHER MACLEAN'S POOL (NO12)	[illegible]
ARKANOID	[illegible]
ARMALYTE (NO12)	[illegible]
ARMOUR-GEDDON	[illegible]
ARMOUR-GEDDON 2	[illegible]
ASHES OF EMPIRE	22.99
ASSASSIN (1 MEG)	[illegible]
AV8B HARRIER ASSAULT (NO12)	[illegible]
B.A.T. 2	[illegible]
B17 FLYING FORTRESS (NO12)	[illegible]
BARBARIAN 2 (PSYGNOSIS)	[illegible]
BATMAN THE MOVIE	[illegible]
BATTLE ISLE	[illegible]
BATTLE ISLE DATA DISK	11.50
BATTLE OF BRITAIN	[illegible]
BATTLEHAWKS 1942 (NO12)	[illegible]
BEAST BUSTERS (NO12)	[illegible]
BILL'S TOMATO GAME	[illegible]
BIRDS OF PREY (1 MEG) (NO12)	22.99
BLACK CRYPT (1 MEG)	[illegible]
BLUES BROTHERS	[illegible]
BOXING MANAGER (NO12)	[illegible]
BREACH 2 (PLUS DATA DISK)	17.99
BUNNY BRICKS (NO12)	[illegible]
BUSINESS PACK (WORDWORTH WORD PROCESSOR, ADVANTAGE SPREADSHEET AND INFO DATA DATABASE) (1 MEG)	64.99
CADAVER (NO12)	[illegible]
CAESAR (NO12)	[illegible]
CAPTIVE	[illegible]
CASTLES (1 MEG) (NO12)	[illegible]
CASTLES DATA DISK (NO12)	[illegible]
CELTIC LEGENDS	16.99
CHAMPIONSHIP MANAGER	[illegible]
CHAOS ENGINE (NO12)	[illegible]
CHUCK ROCK (NO12)	[illegible]
CHUCKIE EGG (NO12)	[illegible]
CHUCKIE EGG 2 (NO12)	[illegible]
CIVILIZATION	[illegible]
COMBAT CLASSICS (F15 STRIKE EAGLE 2, 688 ATTACK SUB, TEAM YANKEE) (1 MEG) (NO12)	11.49
COOL WORLD (1 MEG)	[illegible]
CORRUPTION (M/SCROLLS)	[illegible]
CRAZY CARS 3	[illegible]
CREATURES (NO12)	[illegible]
CRUISE FOR A CORPSE	[illegible]
CURSE OF ENCHANTIA (NO12)	[illegible]
CYTRON (NO12)	[illegible]
D-GENERATION	[illegible]
DARK QUEEN OF KRYNN (1 MEG)	[illegible]
DELUXE PAINT 4 (WITH ANIMATION)	[illegible]
DELUXE PAINT 4 (1 MEG) (1.5 MEG FOR ANIMATION)	64.99
DISNEY ANIMATION STUDIO (1 MEG)	64.99
DOODLEBUG	[illegible]
DUNE	[illegible]
DUNGEON MASTER & CHAOS (1 MEG)	[illegible]
DYNA BLASTERS	[illegible]
ELITE (NO12)	[illegible]
ELVIRA 2 JAWS OF CERBERUS (1 MEG) (NO12)	[illegible]
EPIC (1 MEG)	11.49
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS (NO12)	[illegible]
EXPERT DRAW (PROFESSIONAL VECTOR DRAWING PROGRAM)	[illegible]
EYE OF THE BEHOLDER (1 MEG)	[illegible]
EYE OF THE BEHOLDER 2 (1 MEG)	[illegible]
F15 STRIKE EAGLE 2 (1 MEG)	11.99
F16 COMBAT PILOT (NO12)	11.99
F19 STEALTH FIGHTER	14.99
FABLES & FIENDS-LEGEND OF KYRANDIA (NO12)	22.99
FANTASTIC WORLDS (REALMS, PIRATES, MEGA LO MANIA, POPULOUS, WONDERLAND) (1 MEG) (NO12)	22.99
FINAL COPY 2 WORD PROCESSOR	79.99
FIRE & ICE	[illegible]
FIRST SAMURAI + MEGA LO MANIA (NO12)	13.99
FLAMES OF FREEDOM (MIDWINTER 2)	11.99
FLIGHT SIMULATOR 2 (NO12)	[illegible]
[illegible]	14.99
FUN SCHOOL 2 (U6)	[illegible]
FUN SCHOOL 2 (6-8)	[illegible]
FUN SCHOOL 2 (8+)	[illegible]
FUN SCHOOL 3 (U5)	[illegible]
FUN SCHOOL 3 (5-7)	[illegible]
FUN SCHOOL 3 (7+)	[illegible]
FUN SCHOOL 4 (U5)	[illegible]
FUN SCHOOL 4 (5-7)	[illegible]
FUN SCHOOL 4 (7+)	[illegible]
FUN SCHOOL SPECIAL - MERLIN'S MATHS (7-11)	11.99
FUN SCHOOL SPECIAL - PAINT & CREATE EDUCATIONAL ART (5+)	[illegible]
FUN SCHOOL SPECIAL - SPELLING FAIR (7-13)	[illegible]
FUTURE WARS (NO12)	[illegible]
GAUNTLET 2 (NO12)	[illegible]
GAUNTLET 3	[illegible]
GHOULS & GHOSTS (NO12)	[illegible]
[illegible]	17.99
GODS	[illegible]
GOLDEN AXE	[illegible]
GOLF (OCEAN) (NO12)	[illegible]
GOLF WORLD CLASS LEADERBOARD	[illegible]
GRAHAM TAYLOR'S SOCCER MANAGER	[illegible]
GUNSHIP 2000 (1 MEG)	[illegible]
HARLEQUIN	12.99
HARPOON V1.21	[illegible]
HEAD OVER HEELS	[illegible]
[illegible] (NO12)	[illegible]
HEIMDALL (1 MEG) (NO12)	11.99
HERO QUEST + DATA DISK (NO12)	16.99
HITCH HIKERS GUIDE (NO12)	[illegible]
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) (NOP)	[illegible]
HOME ACCOUNTS 2	[illegible]
HOME ALONE (NO12)	[illegible]
HOOK	[illegible]
HUMANS (NO12)	[illegible]
IK+	[illegible]
INDIANA JONES ADVENTURE	[illegible]
INDIANA JONES ACTION (FATE OF ATLANTIS) (NO12)	[illegible]
INDIANA JONES ADVENTURE (FATE OF ATLANTIS) (NO12)	[illegible]
[illegible] (NO12)	16.99
INTERCEPTOR + RENEGADE LEGION (NOP) (NO12)	[illegible]
INTERNATIONAL RUGBY CHALLENGE (NO12)	[illegible]
INTERNATIONAL SPORTS CHALLENGE (NO12)	[illegible]
ISHAR - LEGEND OF THE FORTRESS	10.49
JACK NICKLAUS GOLF	[illegible]
JAGUAR XJ220 (NO12)	[illegible]
JAMES POND (NO12)	[illegible]
JAMES POND 2 - ROBOCOD	[illegible]
JET SET WILLY (NO12)	[illegible]
JIMMY WHITE'S SNOOKER	[illegible]
JINXTER (M/SCROLLS)	[illegible]
JOHN MADDEN'S (US) FOOTBALL	[illegible]
KGB (NO12)	11.99
KICK OFF + EXTRA TIME DISK (NOP)	[illegible]
KICK OFF 2 (1 MEG) (NO12)	[illegible]
KICK OFF 2 FINAL WHISTLE (NO12)	[illegible]
KICK OFF 2 GIANTS OF EUROPE (NO12)	[illegible]
KICK OFF 2 RETURN TO EUROPE (NO12)	[illegible]
KICK OFF 2 WINNING TACTICS (NO12)	[illegible]
KICK OFF (NO12)	[illegible]
KIDSTYPE JUNIOR WORD PROCESSOR	[illegible]
KINDWORDS 3 WORD PROCESSOR	[illegible]
KNIGHTS OF THE SKY (1 MEG)	[illegible]
LEANDER	[illegible]
LEATHER GODDESSES (NO12)	[illegible]
LEGEND	11.99
LEGENDS OF VALOUR (NO12)	[illegible]
LEISURE SUIT LARRY 2 (NO12)	[illegible]
LEMMINGS	[illegible]
LEMMINGS 2 (NO12)	[illegible]
LEMMINGS DATA DISK (OH NO!)	[illegible]
LETHAL WEAPON (1 MEG)	[illegible]
LOMBARD RAC RALLY	[illegible]
LOTUS ESPRIT TURBO CHALLENGE (NO12)	[illegible]
LOTUS TURBO CHALLENGE 2 (NO12)	11.99
LOTUS 3 THE ULTIMATE CHALLENGE (1 MEG) (NO12)	[illegible]
LURE OF THE TEMPTRESS (1 MEG)	[illegible]
MAGIC POCKETS	[illegible]
MAGIC WORLDS (STORM MASTER, DRAGONS [illegible]) (NO12)	[illegible]
MANCHESTER UNITED EUROPE	[illegible]
McDONALDLAND (NO12)	17.49
MEGA SPORTS (SUMMER GAMES 1 & 2, WINTER GAMES) (NO12)	16.99
MEGA TWINS (NO12)	[illegible]
MICRO ENGLISH (8 YRS TO GCSE) CONFORMS TO NATIONAL CURRICULUM	[illegible]
MICRO FRENCH (BEGINNER TO GCSE) CONFORMS TO NATIONAL CURRICULUM	16.99
MICRO GERMAN (BEGINNER TO GCSE AND BUSINESS LEVEL) CONFORMS TO NATIONAL CURRICULUM	16.99
MICRO MATHS (11 YRS TO GCSE) CONFORMS TO NATIONAL CURRICULUM	[illegible]
MICROPROSE 3D GOLF	[illegible]
MIDNIGHT RESISTANCE (NO12)	[illegible]
MIDWINTER	[illegible]
MINI OFFICE (WORD PROCESSOR, SPREADSHEET, DATABASE, DISC UTILITIES)	38.99
[illegible] GAME SHOW	[illegible]
[illegible] (NO12)	[illegible]
MOTORHEAD (NO12)	[illegible]
NEW ZEALAND STORY	[illegible]
NICKY BOOM	16.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP	[illegible]
NODDY'S PLAYTIME (EDUCATIONAL PROGRAM FOR CHILDREN AGED 3-7) (1 MEG)	[illegible]
NUCLEAR WAR	[illegible]
PACMANIA (NO12)	[illegible]
PAGESETTER 2.0 DESKTOP PUBLISHING	[illegible]
PANG	6.99
PANZA KICK BOXING (NO12)	[illegible]
PARASOL STARS	[illegible]
PEN PAL WORD PROCESSOR	54.99
PERFECT GENERAL	22.99
PERFECT GENERAL DATA DISK	13.99
PGA TOUR GOLF + COURSES	[illegible]
PGA TOUR GOLF COURSE DISK	[illegible]
PINBALL DREAMS (1 MEG)	12.99
PINBALL FANTASIES	[illegible]
PLAYER MANAGER (NO12)	[illegible]
POPULOUS & SIM CITY	11.99
POPULOUS 2 (1 MEG) + CHALLENGE GAME DISK	[illegible]
POPULOUS 2 CHALLENGE DATA DISK	[illegible]
POWER UP (CHASE HQ, TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) (NOP)	[illegible]
POWERDRIFT	[illegible]
POWERMONGER (NO12)	[illegible]
POWERMONGER WW1 DATA DISK (NO12)	11.99
POWERWORKS (PLATINUM WORD PROCESSOR, SPREADSHEET AND INFOFILE DATABASE) (NOP)	[illegible]
PREMIER MANAGER	[illegible]
PREMIERE	11.99
PRINCE OF PERSIA (1 MEG)	[illegible]
PRO TENNIS TOUR 2	[illegible]
PROJECT X (1 MEG)	[illegible]
PROTEXT VERSION 4.3 WORD PROCESSOR	[illegible]
PUSH OVER	[illegible]
QUEST & GLORY (BLOODWYCH, MIDWINTER, CADAVER, [illegible]) (NO12)	11.99
[illegible] (NO12)	[illegible]
[illegible] (NO12)	21.99
RAILROAD TYCOON (1 MEG)	[illegible]
RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS, NEW ZEALAND STORY) (NOP)	[illegible]
RAMPART (NO12)	[illegible]
[illegible] (MEGA TWINS, JAMES POND 2 ROBOCOD, [illegible]) (NO12)	16.99
RBI 2 BASEBALL (NO12)	[illegible]
REACH FOR THE SKIES (NO12)	[illegible]
RICK DANGEROUS (NO12)	[illegible]
ROAD RASH (NO12)	[illegible]
ROBOCOP 3 (NO12)	[illegible]
ROME (1 MEG) (NO12)	[illegible]
RUGBY WORLD CUP (NO12)	[illegible]
SABRE TEAM	[illegible]
SCRABBLE DE LUXE	17.99
SCRIBBLE WORD PROCESSOR	[illegible]
SECRET OF MONKEY ISLAND (1 MEG)	16.99
SECRET OF MONKEY ISLAND 2	23.99
SENSIBLE SOCCER (92/93 SEASON)	[illegible]
SHADOW OF THE BEAST 2 WITH SHIRT	[illegible]
SHADOW OF THE BEAST 3	11.49
SHADOWLANDS	[illegible]
SHADOWORLDS (NO12)	[illegible]
SHOOT 'EM-UP CONSTRUCTION KIT (NO12)	[illegible]
SHUTTLE (NO12)	[illegible]
SILENT SERVICE 2 (1 MEG) (NOP)	[illegible]
SIM [illegible] (NO12)	22.99
SPACE CRUSADE (NO12)	[illegible]
SPACE CRUSADE DATA DISK (NO12)	[illegible]
SPACE GUN (WORKS WITH TROJAN LIGHT PHAZER GUN) (NO12)	16.99
SPECIAL FORCES	22.99
SPIRIT OF EXCALIBUR (1 MEG) (NOP)	6.99
STEVE DAVIS SNOOKER	4.99
STORM MASTER	[illegible]
STRATEGY MASTERS (POPULOUS, HUNTER, SPIRIT OF EXCALIBUR, CHESSPLAYER 2150, DEUTEROS) (NO12)	[illegible]
STREETFIGHTER 2 (NO12)	[illegible]
STUART PEARCE SOCCER SELECTION (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INTERNATIONAL SOCCER) (NO12)	[illegible]
STUNT CAR RACER (NO12)	[illegible]
SUPER CARS 2 (NO12)	[illegible]
SUPER [illegible]	[illegible]
SUPER HERO (NO12)	[illegible]
SUPREMACY	[illegible]
SWITCHBLADE 2 (NO12)	[illegible]
SWIV (NOP)	[illegible]
SWORD OF SODAN (NO12)	[illegible]
TENGEN ARCADE HITS (HARD DRIVIN, TOOBIN, DRAGON SPIRIT, XYBOTS) (NOP)	[illegible]
TAKE 2 ANIMATION STUDIO (ANIMATES PICTURES DRAWN IN MOST PACKAGES)	43.49
TEAM YANKEE	11.99
THE LOST TREASURES OF INFOCOM 1 (20 CLASSIC INFOCOM TITLES) (NO12)	27.99
THUNDERHAWK	[illegible]
TITUS THE FOX	[illegible]
TROODLERS	[illegible]
TROJAN ALIEN (LIGHT PHAZER GAME)	[illegible]
TROJAN CYBER [illegible] (LIGHT PHAZER GAME)	[illegible]
TROJAN PHAZER [illegible] (LIGHT [illegible] ZERO [illegible])	[illegible]
TROJAN THE [illegible] FORCES (LIGHT PHAZER GAME)	[illegible]
TURRICAN (NO12)	[illegible]
TURRICAN 2 (NO12)	[illegible]
TV SPORTS BASEBALL (NO12)	[illegible]
TV SPORTS FOOTBALL (NO12)	[illegible]
ULTIMA 5 (NO12)	[illegible]
ULTIMATE GOLF (NO12)	[illegible]
UNIVERSAL MONSTERS (NO12)	[illegible]
UTOPIA	11.99
UTOPIA NEW WORLDS DATA DISK	[illegible]
VROOM (NO12)	12.99
VROOM DATA DISK (NO12)	[illegible]
WALKER (NO12)	[illegible]
WHEELS OF FIRE (HARD DRIVIN, POWERDRIFT, CHASE HQ, TURBO OUTRUN) (NO12)	[illegible]
WILD STREETS (NO12)	[illegible]
WIZKID	[illegible]
WIZARDRY 6 - BANE OF THE COSMIC FORGE	24.49
WIZARDRY 7 - CRUSADERS OF THE DARK SAVANT	27.99
WOLFCHILD	[illegible]
WORDWORTH V1.1S A500 PLUS WORD PROCESSOR (SPECIAL ENHANCED [illegible] VERSION WITH 1 MEG UPGRADE FOR A500)	79.99
WORDWORTH V1.1E AMIGA 600 WORD PROCESSOR (SPECIAL ENHANCED 1 MEG VERSION WITH 1 MEG UPGRADE FOR A600)	[illegible]
WORDWORTH WORD PROCESSOR (1 MEG)	[illegible]
WWF WRESTLING (NO12)	[illegible]
WWF WRESTLING 2 (1 MEG)	11.99
XENON MEGABLAST	[illegible]
ZAK McKRACKEN (NO12)	[illegible]
ZOOL (1 MEG)	[illegible]

MISCELLANEOUS


[illegible] 1" DISK DRIVE FOR AMIGA WITH SONY/CITIZEN DRIVE MECHANISM. QUIET. HIGH QUALITY. SLIM LINE DESIGN. 49.99

GVP 2+1 MEG AMIGA RAM EXPANSION (SIMMS FIT IN GVP HARD DRIVE TO EXPAND AMIGA BY 2 MEG OR 8 MEG RAM) 69.99

GVP HD8 + 52 MEGABYTE AMIGA A500 AND A500 PLUS HARD DRIVE (SERIES II). RAM SUB SYSTEM WITH EXPANSION SLOTS EXPANDABLE TO 8 MEG

FREE MEMBERSHIP 279.99

SCREENBEAT STEREO SPEAKERS FOR AMIGA OR PC. REQUIRES AA BATTERIES OR MAINS ADAPTOR. DESIGNED SPECIFICALLY FOR COMPUTERS INCLUDING MOUNTINGS FOR ATTACHMENT TO MONITOR 16.99

MAINS ADAPTOR FOR SCREENBEAT SPEAKERS 7.99

MEGAMIX MASTER SOUND SAMPLER FOR AMIGA (RAMGI 34.99

POWER SCAN HAND SCANNER FOR AMIGA (VERSION 3). TRUE GREY SCALE. 100-400 DPI (INCLUDES SOFTWARE) 99.99

PREMIER CONTROL CENTRE FOR AMIGA A500 OR A500 PLUS (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES. PLUS EXTENSIONS FOR EASIER CONNECTION OF JOYSTICKS AND MOUSE) 34.99

PREMIER CONTROL CENTRE FOR AMIGA A600 (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES. CUSTOM FIT FOR THE A600) 34.99

SOUND ENHANCER FOR AMIGA (BOOSTS SOUND) 34.99

SOLAR MOUSE FOR AMIGA OR ATARI ST 12.99

TECNO SOUND TURBO SOUND SAMPLER FOR AMIGA (INCLUDES LEAD FOR ATTACHMENT TO WALKMAN/DISCMAN AND REVISED MANUAL) 27.99

TECNOPLUS AMIGA FAMILY COMPENDIUM (KINDWORDS 2 WORD PROCESSOR, JIMMY WHITE'S SNOOKER, ZIPSTICK JOYSTICK, DUST COVER, FILE-A-DISK, HEAD CLEANER, 5 BLANK DISKS AND MOUSE MAT) 87.99

TECNOPLUS EXTERNAL DISK DRIVE FOR AMIGA WITH GODS AND SPEEDBALL 2. 1 MEG UNFORMATTED CAPACITY. NEAR SILENT OPERATION. HIGH-TECH SLIMLINE DESIGN AND LONGER CABLE FOR CONVENIENT POSITIONING BY COMPUTER 59.99

VIDI AMIGA 12 (CAPTURES COLOUR IMAGES FROM VIDEO MACHINE OR CAMCORDER. COMPATIBLE WITH DELUXE PAINT 4 AND MOST ART PACKAGES) 84.99

ZYDEC STEREO SPEAKERS FOR AMIGA OR ATARI ST WITH BUILT-IN AMPLIFIER AND VOLUME CONTROLS	34.99
1 MEGABYTE A500 PLUS RAM UPGRADE (TECNOPLUS)	34.99
1 MEGABYTE A600 RAM UPGRADE WITH CLOCK	49.99
512K AMIGA RAM WITH CLOCK FOR A500 AND A500+	21.99
512K AMIGA RAM WITHOUT CLOCK FOR A500 AND A500+	[illegible]
A501 AMIGA (WITH A500) 512K RAM EXPANSION (GENUINE ITEM WITH CLOCK PLUS RAM ENABLE/DISABLE)	34.99
CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM)	[illegible]
DUST COVER FOR A500	[illegible]
DUST COVER FOR MONITOR (CLEAR PVC)	[illegible]
HI-FI LEAD FOR AMIGA OR ATARI ST (STANDARD PHONO INPUT)	[illegible]
MONITOR LEAD FOR AMIGA TO PHILIPS CM8833 MK 2 MONITOR	7.99
REPLACEMENT AMIGA POWER SUPPLY	27.99
RF SWITCH FOR AMIGA, ATARI ST OR CONSOLE	[illegible]
SCART LEAD FOR AMIGA TO TELEVISION WITH SCART INPUT	[illegible]
TILT AND SWIVEL MONITOR STAND (FITS ST MONITORS AND TV'S)	[illegible]

CALL 0279 600204 FOR A FREE COLOUR CATALOGUE *Special Reserve* Club

JOYSTICKS

[illegible] JOYSTICK 15.99

CHEETAH BART SIMPSON JOYSTICK 12.99

LOGIC 3 SIGMA RAY JOYSTICK 11.99

QUICKJOY FOOT PEDAL TRANSFERS ANY JOYSTICK FUNCTION TO FOOT PEDALS (IDEAL FOR FLIGHT AND CAR SIMS) COMPATIBLE WITH MOST AMIGA AND ATARI ST GAMES 14.99

QUICKSHOT 128 MAVERICK 1 JOYSTICK 12.99

QUICKSHOT [illegible] PYTHON JOYSTICK 9.99

QUICKSHOT [illegible] INTRUDER JOYSTICK 22.99

TROJAN LIGHT PHAZER GUN FOR AMIGA WITH STREET SHOOT EM AND ORBITAL DESTROYER GAMES (OTHER GAMES AVAILABLE) [illegible] TROJAN [illegible] AMIGA SOFTWARE [illegible] 29.99

MOUSE MAT [illegible]

[illegible] ADAPTOR FOR AMIGA OR ATARI ST [illegible] JOYSTICKS WITHOUT NEEDING TO REACH BEHIND COMPUTER) [illegible]

[illegible] INTERFACE FOR AMIGA OR ATARI ST [illegible] PLUGS MOUSE & JOYSTICK [illegible]

[illegible]

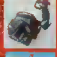
JOYSTICK EXTENSION CABLE FOR AMIGA OR ATARI ST [illegible] METRES [illegible]

CHEETAH BUG JOYSTICK 13.99

COMPETITION PRO EXTRA JOYSTICK (CLEAR BASE) 14.99

QUICKJOY JET FIGHTER JOYSTICK [illegible]

QUICKJOY [illegible] JOYSTICK (MICROSWITCHED) [illegible]


[illegible] ANALOGUE JOYSTICK FOR AMIGA (FOR PROPORTIONAL CONTROL ON SUITABLE SOFTWARE) [illegible]

COMPETITION PRO STAR EXTRA 15.99

FREEWHEEL STEERING WHEEL (DIGITAL) FOR AMIGA. SUITS MOST DRIVING GAMES 28.99

QUICKJOY TOP STAR JOYSTICK 18.99

QUICKSHOT [illegible] TURBO [illegible] JOYSTICK [illegible]

SQUIK MOUSE FOR AMIGA OR ATARI ST 12.99

NAKSHA MOUSE FOR AMIGA OR ATARI ST WITH OPERATION STEALTH 24.99

ZYDEC TRACKBALL 24.99

GRAVIS JOYSTICK FOR AMIGA OR ATARI ST WITH FOAM PADDED GRIP, ADJUSTABLE HANDLE TENSION AND PROGRAMMABLE FIRE BUTTONS 23.99

QUICKSHOT [illegible] FIGHTER REMOTE CONTROLLER WITH TWO INFRA RED JOYPADS [illegible]

TROJAN LIGHT PEN FOR AMIGA COMPATIBLE WITH DELUXE PAINT [illegible] DELUXE PAINT [illegible] AND OTHER MAJOR ART PR[illegible] [illegible] INCLUDES [illegible] DRIVER DISK 29.99

FOR A FREE 8 PAGE COLOUR CATALOGUE RING 0279 600204

PLEASE ORDER EARLY FOR X-MAS

NEW AMIGA 1200

NEW AMIGA 1200
GRAND PRIX
Workbench 3.0
A1200

AMIGA A1200 GRAND PRIX PACK

WITH [illegible] PROCESSOR, MOUSE, BUILT-IN TV MODULATOR, 2 MEG RAM EXPANDABLE TO 4 MEG, WORKBENCH 3.0, 1 YEAR IN HOME SERVICE WARRANTY (MANY AMIGA TITLES ARE NOT COMPATIBLE)
FORMULA 1 GRAND PRIX
MEMBERSHIP
379.99

ALL HARDWARE PRICES INCLUDE VAT & CARRIAGE TO UK MAINLAND

WIN £2000 WORTH OF PRIZES IN THE BIG COMPETITION! FULL DETAILS IN THE NRG CLUB MAGAZINE!

CALL 0279 600204

Open to 8pm Weekdays and to 5pm Weekends

FOR GRABS IN OUR LATEST COMPETITION ARE AN AMIGA, 7 SUPER NES's AND 7 MEGADRIVES WORTH OVER £2000!

PRINTERS.....

CANON BJ-10EX BUBBLE JET
64 NOZZLE, 80 COLUMN [illegible] CPS [illegible] DRAFT [illegible] 1 YEAR WARRANTY. A SMALL PORTABLE PRINTER, VERY QUIET IN OPERATION YET GIVING OUTSTANDING PRINT QUALITY.
PRINTER LEAD
MEMBERSHIP £219.99

CITIZEN 224
WITH COLOUR KIT, 24 PIN, 80 COLUMN, [illegible] CPS [illegible] DRAFT FONT, 2 YEAR WARRANTY. 24 PIN LETTER QUALITY PRINTER WITH EXCELLENT GRAPHICS CAPABILITY (360X360 DPI)
PRINTER LEAD
MEMBERSHIP £224.99

CITIZEN 240C
WITH COLOUR KIT, 24 PIN, 80 COLUMN [illegible] DRAFT FONT, 2 YEAR WARRANTY [illegible] VERSION OF 24E WITH AUTOSET FEATURE AND LCD CONTROL PANEL
PRINTER LEAD
MEMBERSHIP £279.99

CITIZEN SWIFT 9
WITH COLOUR KIT, 9 PIN, 80 COLUMN [illegible] DRAFT FONT, 2 YEAR WARRANTY. A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER HANDLING FUNCTIONS.
PRINTER LEAD
MEMBERSHIP [illegible]

INK CARTRIDGE FOR BJ-10EX	18.99
RIBBON (COLOUR) FOR CITIZEN SWIFT 9, 24, 200, 224 OR 240C	14.99
RIBBON (COLOUR) FOR STAR LC200	11.99
RIBBON FOR CITIZEN SWIFT 24, 224 OR 120	[illegible]
RIBBON FOR CITIZEN SWIFT 9 OR 120D+	[illegible]
RIBBON FOR STAR LC20	[illegible]
RIBBON FOR STAR LC200	[illegible]
RIBBON FOR STAR LC24-20	[illegible]
[illegible] LEAD (PARALLEL) FOR AMIGA, ATARI ST OR PC	[illegible]
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC)	[illegible]

DISKS, BOXES ETC

[illegible] (90) STACKABLE [illegible]

DELUXE DISK BOX 3.5" (80) LOCKABLE DIVIDERS [illegible]

[illegible] 3.5" (LARGE CAPACITY) [illegible]

DISK BOX 3.5" (120) LOCKABLE DIVIDERS [illegible]

DISK BOX 3.5" (80) LOCKABLE DIVIDERS 7.99

3.5" DISK HEAD CLEANER 3.99

GoldStar
GoldStar

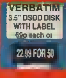
[illegible] GOLDSTAR 3.5" DSDD [illegible] TPI 720K [illegible]

[illegible] PACK GOLDSTAR 3.5" HIGH DENSITY DISKS (1.2 MEG) [illegible]

PACK OF 20 3.5" GOLDSTAR HIGH DENSITY DISKS WITH LABELS [illegible]

3.5" GOLDSTAR HIGH DENSITY DISK (1.4 MEG) [illegible] each

3.5" DSDD VERBATIM DISK WITH LABEL [illegible] each


VERBATIM 3.5" DSDD DISK WITH LABEL 59p each or 22.99 FOR 50

PACK OF 50 VERBATIM 3.5" DSDD DISKS WITH LABELS [illegible]

PACK OF [illegible] TDK 3.5" MF 2DD DISKS (DSDD) [illegible]

TDK
MF-2DD
TDK
MF-2HD

PACK OF [illegible] TDK 3.5" MF 2HD DISKS (HIGH DENSITY) [illegible]

[illegible]

We only supply members but you can order as you join.

ANNUAL MEMBERSHIP: UK £6.99 EEC £8.99 WORLD £10.99

The Special Reserve full colour 48 page club magazine NRG is sent to all members bi-monthly. NRG features full reviews of new games plus mini-reviews, new products, Special Reserve charts, Release Schedule and hundreds of special offers.

PLUS - EVERY ISSUE CONTAINS

£30 worth of money-off coupons

to save even more money off our amazing prices

NRG also contains competitions to win £££s worth of prizes. Currently on offer is a chance to enter THE BIG COMPETITION in which First Prize consists of an AMIGA, SUPER NES AND A MEGADRIVE, yes all three! There are 6 SUPER NES's and 6 MEGADRIVEs up for grabs to the lucky runners-up too! Closing date: Feb 28th 1993.

We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, IBM PC and CDTV.

Best Service, Best Prices, Biggest Selection

120,000 people have joined Special Reserve, so don't delay, join today!

You can phone in your order or use this coupon ➤

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS
(PLEASE PRINT IN BLOCK CAPITALS)

INN

Name ____________________

Address ____________________

____

__________ Postcode __________

Phone __________ Machine __________

Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EEC, £10.99 World ☐

item __________ ☐

item __________ ☐

item __________ ☐

item __________ ☐

ALL PRICES INCLUDE UK POSTAGE & VAT £ ☐

Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No ______

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Credit card expiry date __________ Signature __________

Cheques payable to **SPECIAL RESERVE**

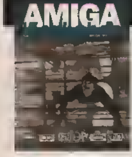
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World) Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. *Overseas orders must be paid by credit card*

CU AMIGA CONTENTS

22 THE SHAPE OF THINGS TO COME

CU AMIGA invites you to join them in a voyage of discovery as we travel into the near-future and take a look at what technical advances Amiga-owners can expect to see during the course of 1993 and beyond! With reports from the recent shows in Cologne and Las Vegas, plus our top ten predictions for the coming year, this is the place to read about what Commodore and everybody else has in store for the world's best home computer. In addition, we've also got a month-by-month review of 1992 as well as the final results of our own Fat Agnus awards. So join us as we hand out the plaudits for Amiga excellence during the last year.



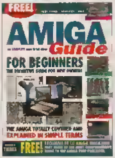
163 AMIGA WORKSHOP

If you're interested in more than just games, then this is your new-found spiritual homeland, as each issue we delve into the more serious side of Amiga computing. Here, you'll find a wealth of advice about all things Amiga, written by our team of experts. For instance, John Kennedy continues his excellent C tutorial, Bookshelf reviews the latest Amiga specific books, our Comms column checks out yet another Bulletin Board and Club Cpoints you in the right direction if you want to contact like-minded individuals in your local.

SPECIALS

AMIGA GUIDE NO.3

This month, our free 32-page edition of Amiga Guide concentrates on those of you who are new to the Amiga and want to find out a bit more about the marvellous machine you have just purchased. Written by our very own technical editor, Amiga Guide aims to gently ease you in to the wonderful world of home computing. Even if you've been using an Amiga for years, there's bound to be something new to learn here, as we explore the Amiga's operating system, its hardware and software.



OFF THE CUFF

EDITORIAL

We've got a packed issue for you this month, beginning with an exclusive review of the new *Deluxe Paint IV AGA*, the updated paint and animation program from Electronic Arts especially geared to take advantage of the new AGA graphics chipset that's to be found in both the A1200 and A4000. It's another marvellous advance in Amiga graphic capabilities and Peter Lee, our resident graphics expert, gives us his own authoritative opinions on the new program on page104. But that's not all we've got on offer, as our reviews of *Videomaster*, *Wordworth 2* and the new Canon BJ-200 testify. On the games front, we've got a packed issue, with reviews on the new Lucasfilm adventure, *Indy 4*, and the 'surprise' hit, *Street Fighter 2*. Yes, I know I said I thought this one would be a complete money waster, but the review on page 58 definitely proves me wrong. It's not the greatest coin-op conversion in the world, but it's certainly the best beat 'em up ever to grace the Amiga – fact!

There's a lot more on offer within these feature-packed196 pages, such as a sneak preview of the gobsmacking new CDTV products on the way from Psygnosis and a look at the work of Tobias Richter, one of the premier artists currently working with the Amiga. We've even added an extra 32-page Amiga Guide so new readers can start to explore the inner most workings of their magnificent new machines. I hope you enjoy it.

Before I go, I'd like to thank all our loyal readers for their continued support throughout 1992. I hope you've enjoyed the last year as much as I have, and will join us again for what promises to be a most exciting 1993. The Amiga is only going to get better and better, and we'll be there to cover every new development. So, on behalf of all of us here on CU, I'd like to wish all of you a very happy and peaceful New Year.

REGULARS

14 [illegible]
34 GAME [illegible]
48 GAME REVIEWS
84 CDTV COLUMN
89 HINTS & TIPS
97 PRODUCTIVITY REVIEWS
134 CD COLUMN
139 ART GALLERY
144 AMIGA PROFILES
150 PD SCENE
153 PD UTILITIES
156 GRAPHICS TUTORIAL
165 BOOK REVIEWS
170 PROGRAMMING
172 QUESTIONS & ANSWERS
185 CLUB INFO
188 COMMS

EDITOR Dan Slingsby **DEPUTY EDITOR** Jonathan Sloan **TECHNICAL WRITER** Nick Veitch **DEPUTY ART EDITOR** Gordon Barrick **TECHNICAL ADVISOR** Mat Broomfield **STAFF WRITER** Steve Prosman **STAFF WRITER** Tony Horgan **PD COMPILER** Kenny Grant **SENIOR DESIGNERS** Jo Winslow & Becky Wills **ADVERTISEMENT MANAGER** Nigel Taylor **SCANNING** Sara Bruce **SENIOR SALES EXECUTIVE** Michelle Gardner **SALES EXECUTIVE** Becky White **CLASSIFIED/PRODUCTION MANAGER** Renzo Salih **IN-EDITOR SCANNING** Becky Wills **PRODUCTION ASSISTANT** Esther Redd **THIS MONTH'S OBJECT OF DERISION:** Ridiculous deadlines **MANAGING EDITOR** Steve James **PUBLISHER** Garry Williams
EDITORIAL & ADVERTISING 071-972 6700
CU AMIGA Offices: Priory Court 30-32 Farringdon lane London EC1R 3AU Tel 071 972 6700 FAX 07
6701 Distribution – BBC Frontline Ltd Park House Park Road Peterborough PE1 2TR Tel 0733 555161
Subscriptions PO Box 500 Leicester LE99 0AA *Sales Enquiries* – Tel 0858 410510 Order line (answerphone)
0858 410888 Back Issues P.O. Box 500 Leicester LE99 0AA Tel 0858 410510 SS 0265 721X
PRINTED IN THE UNITED KINGDOM

ABC 101, 923
Jan-June 1992

GET SERIOUS

ITY REVIEW . **PRODUCTIVITY REVIEWS** . PRODUC

There's no let up as we get off to a flying start in the first issue of 1993. Don't miss our exclusive reviews of *V-Lab PAR*, the excellent digitiser that will now work with the A600 and A500+, *Deluxe Paint IV AGA*, Canon's new BJ200 printer and Microdeal's answer to everyone's multimedia prayers, *VideoMaster*.

102 TOME
103 LOGITECH PILOT MOUSE
103 A-GENE
104 DELUXE PAINT AGA
108 VIDEOMASTER
111 VIDEO BACK-UP
112 VIDEO COMPO
114 DIGITAL SOUND STUDIO
116 V-LAB PAR
121 SCSI vs IDE INTERFACES
126 CANON BJ-200
130 DATASCAN
132 WORDWORTH 2.0
132 EXCELLENCE! 3.0
139 ART GALLERY
150 PD SCENE

Deluxe Paint IV AGA is reviewed by Peter Lee on page 104.

Videomaster combines a video digitiser with a sound sampler. Amazing review on page 108

SCREEN SCENE

ME REVIEWS . **GAME REVIEWS** . GAME REVIEW

With previews of *Batman*, *Soccer Kid* and *Body Blows*, we point you in the direction of the hottest games of '93. In the meantime, we also have reviews of the best games available for the festive season including *Indy 4*, *Street Fighter 2*, *Gunship 2000* and *KGB*.

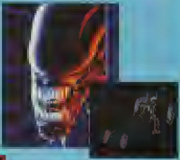
34 A.T.A.C
35 B17 FLYING FORTRESS
35 COMBAT AIR PATROL
35 SUPERHERO
35 SLEEPWALKER
36 SOCCER KID
39 BODY BLOWS
42 BATMAN
48 INDIANA JONES 4
53 TEARAWAY THOMAS
56 UGH!
56 GOBLIINS
58 STREET FIGHTER 2
62 ROBOSPORT
66 GUNSHIP 2000
70 KGB
74 REACH FOR THE SKIES
80 BUNNY BRICKS
80 NICKY BOOM
80 WEEN & CYTRON
82 WAXWORKS

At Last! It's here. *Street Fighter 2* on the Amiga and it's a blinder! Page 58

Lucasfilm's latest adventure *Indy 4* gets the CU treatment on page 48.

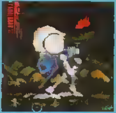
COVERDISKS

Our January coverdisks are absolutely packed with programs and games. Exclusive demos of *Alien^3* and *Walker* are backed up with a superb 3D graphics tool! Wow.



DISK 48

Working miracles once again, we've crammed a full 2-disks of commercial software onto one, and still found room for another two superb utilities, plus a neat stress-relieving card game. *Expert 4D Jnr* headlines the disk. A complete, fully functioning, professional 3D modelling and animation package, *Expert 4D* will have you sculpting, rendering and animating in a matter of minutes. With quick and easy object design features, even a complete beginner can knock up scenes at the drop of a hat and it's powerful enough to give the experienced 3D modeler scope to run riot. Also on disk you'll find a disk optimiser, to speed up all your hard and floppy disk operations, a customised replacement for the standard AmigaDos dialogue boxes, and no less than six variations on the solitaire card game theme. And that's only the first disk.



DISK 49

This month's games disk is definitely our best so far, as we've got two cracking playable demos of the hottest games around. *Alien^3* is Acclaim's licensed conversion of the hit movie and our huge level taken from the game puts you in charge of Ripley as she has to run around the claustrophobic corridors of the prison, killing as many aliens as possible and rescuing the many prisoners who have been strung up awaiting the aliens' attention. Our other game, *Walker*, is a shoot 'em up from DMA Design, the team behind *Lemmings*. Taking control of a state-of-the-art human killing machine, it's up to you to pilot the craft around the massive play area, creaming off an entire platoon of soldiers and as much state-of-the-art hardware as possible. This is one demo you won't finish in a hurry.

ICE
ABANDONED PLACES 2

INTERNATIONAL ◆ COMPUTER ◆ ENTERTAINMEN
LTD
BRIDGE HOUSE MERRYWALKS STROUD GLOS GL5 1QA
TEL : 0453 7569
FAX : 0453 756998

NEWS

PRO PAGE 4.0

Now shipping is the latest version of *Professional Page 4.0*. As well as providing an update for 3.0 users who experienced variable levels of difficulty using it on the A4000, the new version has many completely new features. For a start owners of the AGA chipset machines will be able to use the new 256 colour display mode.

There will be direct Gif Tiff and EPS support with on screen previews. Previously EPS files were allowed, but were rather difficult to position accurately since no preview was generated on the screen. Along with EPS support *ProPage* can now directly support files from Adobe Illustrator (the Mac equivalent to *Professional Draw*).

Among the more useful features are the ability to edit pages in side by side mode, and (at last) a user definable zoom between 10% and 400%.

For those of you who really need it, there is now a 'post it note option'. Small yellow labels can be attached to the layout, to give information instructions for the bureau etc., but they will not appear on any print outs. Although this may seem terribly gimmicky, it is potentially very useful. Look out next issue for an exclusive preview.

EPSON FLATBED SCANNER

New from Epson is their GT6500 colour A4 flatbed scanner. The scanner is provided with driver software from ASDG, making it compatible with any Amiga that's equipped with enough RAM to accommodate the chosen scan sizes and resolutions. It's also supplied with a sheet-feeder for bulk OCR work, and a transparency adaptor for DTP and DTV work. The 24-bit scanner can output colour images to a resolution of 1200 DPI, and has 256 grey scales for mono artwork, OCR and CAD uses. HB Marketing are handling the Amiga package, priced at £799 excluding VAT, and can be contacted on 0753 686000.

KID PIX

Electronic Arts are set to distribute a paint program aimed specifically at children. *Kid Pix*, developed by Broderbund, aims to take advantage of a child's natural creative impulses and harness them through an easy-to-use program that's capable of quite outstanding results. Created by Craig Hickman for his three-year old son, Ben, *Kid Pix* uses a simplified user-interface loaded with fun features so that even the youngest of children can use it with ease. There are over 20 Wacky Brushes which enable the user to create elaborate drawings and special effects. There's also a talking alphabet feature which identifies a letter and then lets you incorporate it into your picture and a variety of special sound effects which accompany every brush and tool. In addition, there are also over 100 'rubber' stamps to create instant pictures with, an electronic mixer capable of creating weirdo screen transformations and a special eraser option.

INTERNATIONAL KARATE 2

With beat 'em ups enjoying something of a renaissance on the Amiga, thanks to US Gold's excellent conversion of *Street Fighter 2* and Team 17's forthcoming *Body Blows* game (subject of a two page in development feature in this very issue!) it looks like Archer MacLean's aging classic, *IK+* is set to be updated. Long regarded as the best beat 'em up ever produced for the Amiga the four year old game is looking a bit dated these days. Although nothing could be confirmed as we went to press, a reliable source has it that the new game could be published by System 3 and that Archer Maclean WON'T be involved in its design or coding. Indeed, when we contacted Archer he knew nothing about the new game. We'll keep you posted.

A600/A1200 HARD DRIVES

Trilogic have announced a range of hard drives for the A600 and A1200. The IDE devices use the machines' internal drive bays, connecting with a supplied cable. The pre-formatted drives have a quoted boot-up time of seven seconds on an A1200, based on tests of the 60Mb unit. All the drives come with a 12 month warranty, priced as follows: 20Mb £119.99, 40Mb £169.99, 60Mb £199.99; 80Mb £249.99, 120Mb £349.99. Trilogic can be reached on 0274 691115.

SIM CITY 2000

Maxis have just confirmed that they will be converting their long-awaited sequel of *Sim City* to the Amiga. It was touch and go for a while, but with the launch of the A1200 and the marketing push being given to the entire Amiga range by Commodore, Maxis have decided that there's life in the old machine yet. The new game, following on from the huge success of the original, is going to be absolutely enormous with more options than the Stock Market. The first game involved piecing together an entire city from various customised blocks such as housing, industrial and power squares, and then keeping things ticking over as well as coping with the odd natural catastrophe or two. It's generally considered to be one of the classic games on the Amiga, and the new supercharged sequel will offer many more options as a city's entire infrastructure comes under your control. For further info, contact Maxis' UK distributor, Mindscape, on 0444 482545.

GAMESMASTER LIVE! SHOW IS HUGE SUCCESS

If you were lucky enough to attend the Gamesmaster Live! event at the NEC at the beginning of December, then you'll already know what a humdinger of an event it was. Sega had a huge go-kart track, Anco had a special beat-the-goalie competition and Commodore had a massive games arcade with a selection of all the latest Amiga and CDTV games to play. Electronic Arts had built a huge head-to-head *Road Rash* game featuring real motorbikes and Virgin had a Quasar laser game up and running. There was lots more on offer too, as the show took up three of the NEC's massive halls. In all, more than 74,000 people attended the show, and plans are already being drawn up for an even bigger and better show next year.

BIG ANTI-PIRACY STRIKE

In a major anti-piracy strike, more than 3 500 illegal Amiga disks were recovered from a raid at the notorious Barrowlands market in Glasgow An ELSPA appointed detective carried out the raid, backed up by three bodyguards and three police officers The raid is all the more important because of the stranglehold pirates have had in Glasgow, a situation not helped by the ineffectiveness of Scottish law. Only Virgin are left as a games retailer in Glasgow as a result of the widespread pirating of disks in the area.

SIMPSON MANIA

Just as you thought it was safe to walk the streets again in a Bart-free zone, you're going to have to run for cover once again as the gangly youngster with the high-rise haircut is about to hit the Amiga. First up is *Bart vs The World*, which involves a treasure hunt around the globe for Bart and his family as they set out to get rich quick. Only trouble is, everyone else wants a piece of the action too, so each location is positively packed with opponents to clobber and nasties to mash beneath your skateboard. *Bart vs The World* is due to be released by Acclaim in February '93.

At the same time, Acclaim will also be releasing *Krusty's Super Fun House* featuring Bart's favourite hero, Krusty the Clown A huge platformer, the game's scenario involves Krusty in a mad dash around his honeycombed house trying to rid his home of an invasion of rats With a number of deadly rat traps at his disposal, including a 20,000 volts raygun, things are made more difficult by a motley assortment of flying pigs (!), snakes and tooled-up aliens Developed by Audiogenic, *Krusty's Super Fun House* is set to appear in late February, 1993.

JASON AND THE ARGOSTICK

Bored of playing with that old joystick-shaped joystick? Fancy something a bit different? Here's something that might appeal. Cheetah's Argostick Modelled along the lines of the sets from the Alien films it s intended to inject a bit of spice into your gaming sessions It's based around the classic pistol-grip design, available in two forms, the cheaper of the two is a high tactile version, selling for £12 99 while the second is microswitched and includes an autofire option, retailing at £14 99 Contact Cheetah on 0222 867777

CANON PRINT STUDIO

For those of you who were interested in our review of the Canon Print Studio last month, the intermediate version of the program (which works exclusively with Canon printers) is now available from Jeff Walker at 75 Greatfields Drive, Uxbridge UB8 3QN Tel 0895 274449 for further details.

NEWSROUND

VIRTUAL REALITY CONSOLE ON THE WAY

W Industries, the leading Virtual Reality specialists, are reported to be developing a lightweight version of their VR helmets for use with a new hi-tec console due for release at the beginning of 1994 They are also rumoured to be working on a system which will make the new helmet adaptable to almost any computer format, so the possibility exists for Amiga owners to experience VR first hand in the very near future More news soon

A600 AND A1200 PRICE RISES

Due to rising chip prices, caused by Sterling's recent fall against the Dollar, from 1st January 1993 both the A600 and the A1200 packs will have their retail prices raised by £30 to £329 00 and £429 00 respectively The rest of the Amiga range will be unaffected, remaining at their previous price levels

HARD DRIVE FOR CDTV

ZCL have just released the DATAPAC, a 65Mb external hard drive for the CDTV Styled in black impact-resistant plastic, it has an internal 240 volt PSU, cooled with its own internal fan Power and activity LEDs are included, with a pair of SCSI ports to allow chaining of additional hard drives All the necessary connecting cables and installation software come as part of the package The DATAPAC retails for u349 99 including VAT Contact ZCL on 0543 414817.

WORD PROCESSING FOR KIDS

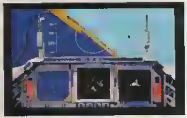
Childsplay is an attempt by Helios Software to introduce word processing to kids. With the help of big bold type, colour graphics and speech synthesis, Helios aim to get the younger members of the family interested in reading, writing and computing. So flexible is the program, according to Helios, that it is suitable for anyone from 2 to 12 years! This bold claim is backed up by the promise of three types of voice for the speech, the ability to make your own picture puzzles and overlay text on graphics, plus a user friendly interface. *Childsplay* retails at £24.95 and is available from Helios on 0623 554828.

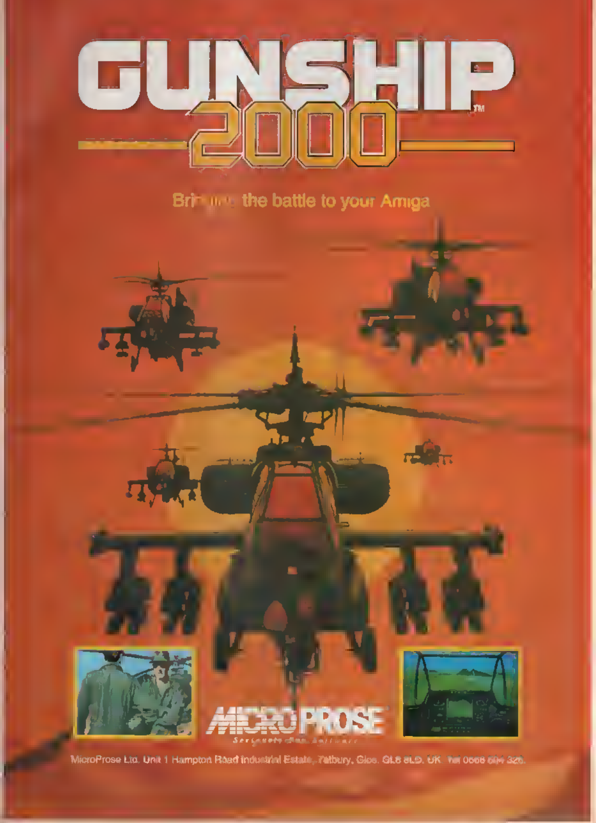
COMPILATION CRAZY

With the festive season almost over and Aunty Mabel's gift vouchers burning a hole in your pocket now is the time to take advantage of one of the many compilation packs that have just been released to help relieve you of your Christmas cash. Best of the bunch are two offerings from French outfit, Ubisoft. Fantastic Worlds features five classic games: *Populous*, golden oldie *Pirates*, *Wonderland*, *Realms* and the sadly neglected *Megalomania* And what's more, all these brilliant games can be yours for just £35 99 If strategy games are your thing, then Ubisoft's second offering is also a bit of a doozy, featuring no less than five top-notch brain-strainers. For a measly £32 99, *Spirit of Excalibur*, *Chessplayer 2150*, the excellent *Hunter*, *Deuteros* and *Populous* (again) are included.

Ocean have also muscled in on the action, with two compilations based around their first *Wrestlemania* WWF game Super Fighter features the aforementioned WWF beat 'em along with *Pit Fighter* and *Final Fight* and The Dream Team is made up of *Terminator 2*, *Bart vs. the Space Mutants* and *WWF* US Gold also have a compilation out this time concentrating on platform action. Raving Mad features *Rodland*, *Robocod* and *MegaTwins*.

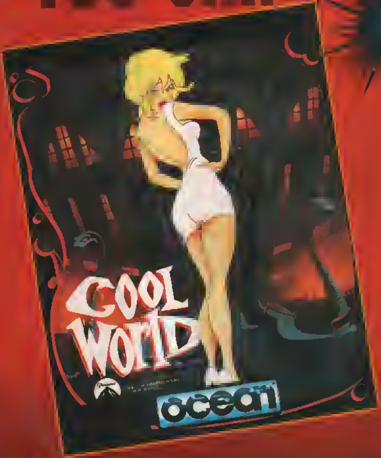
Entertainment International, meanwhile, have released what they call a Combat Classics pack featuring such award-winning military sims as *F15 Strike Eagle 2*, *Team Yankee* and *688 Attack Sub*. Amiga price £29 99 Also on offer from the Basildon-based company is another compilation pack, Sports Masters, which includes golfing classic, *PGA Tour Golf*, racing game *Indianapolis 500*, Infogrames' *Advantage Tennis* and soccer sim, *European Championship 1992* Again, the pack costs £29 99. As they say, the choice is yours!




GUNSHIP 2000™
Bringing the battle to your Amiga
MICROPROSE
Simulation Software

MicroProse Ltd. Unit 1 Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. UK. Tel 0666 504 326.

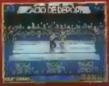
IF YOU CAN'T STAN



Whilst publishing his underground comic Jack Deebs has unwittingly created a parallel universe inhabited by cartoon characters known as DOODLES. You are transported into COOL WORLD and seduced, through engaging messages, by the Doodle vamp... HOLLI. Visual jokes and gags punctuate your adventure as you hop to and fro between reality and COOL WORLD.
But Holli's dream is to shed her Doodle indentity... to become a real woman - with a real interest in Jack! Her dream could destroy both worlds.
Kiss goodbye to Jack... and hello to oblivion!

TM & © 1992 PARAMOUNT PICTURES
ALL RIGHTS RESERVED.

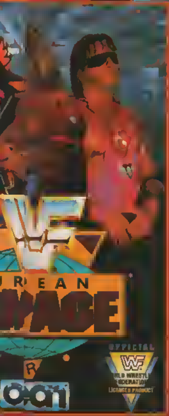
AMIGA - ATARI ST -
IBM PC & COMPATIBLES

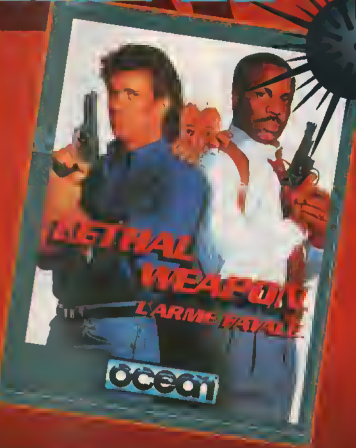


Once a
Rampa
and ma
agains
Watch
Match
and sl
the Eu

OCEAN SOFTWARE LIMITED, 2 CAS
TEL: 061 832

THE HEAT





Once ag* Superstars unite for the grand European
Rampage your favourites, Hulk Hogan**, Ultimate Warrior*
and many travel across Europe to square off in the ring
against the Natural Disasters* and the Nasty Boys*.
Watch the ared circle. Follow them to the Grand Finale
Match at are Garden in New York City. Test your strength
and skill your team-mate to achieve the ultimate goal -
the Europe* Tag Team Title.

A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the pursuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.
It's mean, fast and... LETHAL!

LETHAL WEAPON, LETHAL WEAPON 2 and LETHAL WEAPON 3 words, characters and all related indicia are trademarks of Warner Bros. Inc.
TM & © 1992 Warner Bros. Inc. All Rights Reserved.

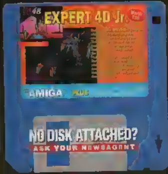
ocean

CASTL CASTLEFIELD, MANCHESTER, M1 5LN
832 6 061 834 0650

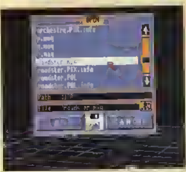
Coverdisk 48 is awash with handy utilities and even a full 3D modelling program, Expert 4D Junior, to help you design and animate 3D images. Along with that program we've given you ARQ, a helpful tool used to change all those annoying disk messages to something much more user-friendly; Re-org for optimising disks by sorting files and drawers, and finally, Card Games, for those long winter nights by the fire.

COVERDISKS

EXPERT 4D junior



[illegible] K 48 Before you can access any of the programs on Disk 48, it must be unarchived. This expands the compressed data onto two new disks, which can then be used as normal. Before you begin, make sure you have two spare write-enabled disks to hand. There's no need to format them. Open the write protect tab on your coverdisk, and boot it by resetting the machine. Double-click on its icon, and then on the 'Ex4D1' icon. Insert your first spare disk at the prompt, and replace the coverdisk once it's done. Repeat the procedure, this time clicking the 'Ex4D2' icon, and inserting the second spare disk. Reset and boot with your first unarchived disk.



Double click the 'E1' icon to load the modeller module, then load one of the demonstration objects from the second disk

WHAT'S WHAT

Expert 4D Junior is a full-featured fully usable 3D modelling and animation program. It needs 1Mb of RAM to perform its more basic tasks, but it really likes more than that if you're using it to its full potential. Although *Expert 4D Junior* is very powerful, it's also rather more user-friendly than some other 3D modeling programs so you shouldn't have too much trouble getting started. Here's a step-by-step guide to help you get going.

Once you've unarchived Disk 48, you'll end up with two more disks. The first is named Expert_4D_Junior, the second is titled Magnettes1 3 (don't ask us why!). Insert the first of your two new disks in the internal drive, put the second disk in any other available drive if you have one, and reset the machine. After a few seconds, the computer will reboot to the Workbench screen. Double-click on the Expert_4D_Junior icon, and you'll be presented with a window containing a number of new icons. Among them are two entitled 'E1' and 'E2' – these are the two main modules of the *Expert 4D system*. Double-click the icon marked 'E1' to enter the object creation module.

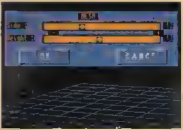
THE MODELER

This is where all your objects begin their life. The screen starts out with just a 3D grid representing the floor area for your scene. You can fill it in one of two ways: either select a 'primitive' object from the menus, or create your own from scratch with the '2D -> 3D' sub-module.

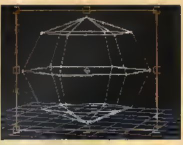
For now, let's see what's possible with the modeller by loading up one of the demo files. Select 'OPEN' from the FILE menu, and a file requester will pop up, getting a directory from the main *Expert 4D* program disk. Bear with it, then click in the box marked PATH, and delete any text and punctuation (ignoring the misleading colon that can't be deleted). Type 'df1.' [RETURN] if your second disk is in the first internal drive. If you only have a single floppy drive, remove the first disk and replace it with the second, then type 'DF0:' [RETURN].

Either way, you should now have a directory listing of the *Expert 4D* data disk. Select any file that has a '.meq' extension, and click on the OKAY

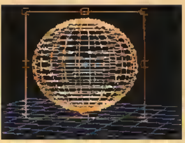
For speed all the objects are displayed as transparent wireframes at the modelling stage.



Clear the scene and you can start on your own creations. After selecting a 'primitive' object from the menus, you need to define the resolution of its mesh. In other words, the number of points and lines that it's made up from



Here's a sphere with a low-rated mesh. As you can see, it doesn't look very round, but fewer lines mean faster rendering and more available memory



On the other hand, a sphere with a high-rated mesh does look a lot more realistic, and the results are worth the expense of time and memory

button. You should now see your selected object drawn out in wireframe 3D. At this stage, you won't see it fully rendered (drawn in light sourced colour), because this is only the design module. You could go straight to the rendering module, and render one of the demo objects, but as the rendering process takes quite a while, it's probably best to knock up a few objects of your own while you're in the modeler section.

PRIMITIVES

Before you start building objects yourself, go up to the PROJECT menu and select NEW. This will clear the scene, ready for your impending masterpiece.

There are two ways you can build objects. The first method is to use the basic blocks available from the menu, which are known as primitives. These include cubes, spheres, two-dimensional planes, disks and so on. Select one of these from the MODELLING menu, and you'll be asked to define its 'mesh'. This is the number of points and lines the object will be made up from. A sphere with a low rated mesh will look more like a diamond, but with a high rated mesh the curves are far more convincing. The advantage of using a lower rated mesh is that you save memory, and you also save time when you come to render your objects.

2D TO 3D

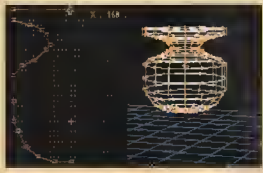
The alternative to the primitives is to use the '2D -> 3D' option from the MODELING menu. You can now draw out a 2D plan of your object by clicking on the grid with the left mouse button. Let's have a go at making a vase, using the very useful SPIN option.

1. Select '2D -> 3D' from the MODELLING menu.
2. Move the mouse pointer to about an inch below the central position marker.
3. Click the left mouse button once, and move two or three dots to the left, before clicking again.
4. Continue to trace the profile of a vase, as shown in the screenshot, remembering to just draw half of the outline, sloping at the top. Do not join the start and end points of the outline.
5. Double-click on the last point to exit draw mode.
6. Move up to the 3D menu and select EXTRUDE/SPIN.
7. Use the sliders to select the density of the mesh for your vase.
8. The view will have now jumped back to the 3D scene, where your beautiful vase is on show in glorious vector-vision.

INTERIOR DESIGN

So you've got yourself a wireframe vase. What are you going to do with it now? At the moment, it doesn't have any colour or texture assigned to it, so the first thing is to sort this out from the ATTRIBUTE menu. Once you've done that, you can drag it into the corner of your 'room', and set about designing the rest of your scene.

Objects such as tables and chairs are better constructed from the primitives. Choose a cube from the available blocks, and scale it by clicking on the small boxes that sit on the surrounding highlight. Drag these with the mouse to scale it in the X, Y, or Z axes. Using the JOIN function from the MODELLER menu, combine various shapes and sizes of cuboids and spheres until you come up with something you're fairly happy with. Once you've got a scene all set up, save it out with the SAVE AS option from the FILE menu. It's best to save it to a pre-formatted blank disk, but there's a bit of space left on the second disk if you don't have one to hand.



Far left: An alternative method of creating objects is to use the 2D -> 3D option. Draw a profile of a vase, and use the SPIN option. *Left*: And here it is in all its three dimensions.

COLOUR ME BAD

Now it's time to render your scene in full light-sourced colour. Exit the modeller program, and load the 'E2' module by double-clicking its icon.

Unlike the modeller, the rendering stage isn't menu driven. Instead, it's all worked by a small collection of buttons. Click on FILE to open an animation or scene. Wait until the drive light goes out, and then insert the disk with your scene on it. Click in the PATH box, delete all the text, and type 'DF0: [RETURN]'. You should now see your file appear in the requester box. Click on it, and then on the OKAY button.

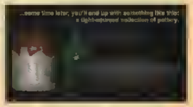
You'll now be back on the main screen. From here you can choose how you want your scene rendered. Bearing in mind that a full size HAM screen can take up to around three hours to render, you might like to make a few test runs first with the lower grade modes. There are three main parameters that define the quality and speed of the rendering.

First is the type of render: wireframe, polygon, or pixel. Wireframe mode displays the scene as in the modeller, polygon adds hidden line removal and basic colouring, and pixel renders the scene with proper light-sourced colour. Next, there's the resolution, which can be low, medium or high, and HAM mode can be toggled on and off. Finally, there's the size of the image. This can be the size of a postage stamp (not much good for anything but very simple objects), quarter screen size, full screen or overscan.

After you've done a few test renders, click the RECORD button, and select the rendering modes you want for the final picture. Then click on OKAY, and your image will be rendered, then saved to disk as an IFF file. Remember that it can take a matter of hours to render a scene, so don't think you've crashed the machine if nothing seems to be happening.

After it's all done, you can load your IFF picture file into any art package, such as *Deluxe Paint*. Next month, we'll move on to animation and more advanced modelling techniques.

In the unlikely event of your CU Amiga coverdisks not loading, remove all cartridges and peripherals, double check that you've followed the instructions exactly, and try again. If they still won't load, pop the offending disks in an envelope and send them to: CU DISK RETURNS, PC WISE, DOWLAIS TOP BUSINESS PARK, MERTHYR TYDFIL, MID-GLAMORGAN, CF48 2YY. They will then test your disk and send a replacement as soon as possible. For any urgent problems though, please ring the PC Wise helpline on 0685 350505. This line can be reached between the hours of 10.30 and 12.30 weekdays. Whilst CU Amiga makes every effort to check our coverdisks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.



...some time later, you'll end up with something like this: a light-sourced collection of pottery.

Are you ready to

take on the tiles ?

They're small, they're square and they're the toughest opponents you'll ever face.

Original
SCRABBLE
THE WORLD'S LEADING WORD GAME
SPEAR'S GAMES
THE HOME COMPUTER VERSION FROM
U.S. GOLD

Whether you're a wizard with words or you spell Xylophone with a Z, you'll love this magical piece of programming from US Gold. Scrabble for your screen.

After eons on the world's best loved word game, we've brought Scrabble smack bang into the 21st century. It's the same irresistible blend of skill and chance, but with hot graphics and some very special features thrown in.

- Challenge up to 3 friends or take on the might of the computer solo.
- 12 skill levels to test seasoned pro's or first timers alike.
- Contains every single page of the Chambers Official Scrabble Dictionary - over 126,000 words!

So if you slap down 'dude', 'hotshot' or 'megabit' and your pals give you some verbal, just check out the words to see if they count.

And at the end of a battle simply click the mouse and print out the final layout of the board to goad your opponents with.

Pick up Computer Scrabble today. And spend a night on the tiles.

AVAILABLE ON:

Atari ST, Amiga and PC & Compatibles (EGA, VGA, minimum memory required 640k).

Product licensed by J.W. Spear & Sons P.L.C., Enfield EN3 7TB, England. Manufactured and distributed by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX England. Tel: 021 625 3366.

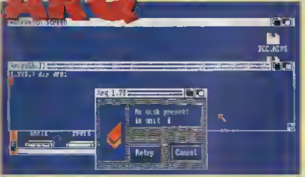
U.S. GOLD

© 1992 J.W. Spear & Sons PLC. SCRABBLE is a registered trademark.

GOLD PHONE

STUCK? TIME 'N' CALL THE GOLD PHONE: SPELLJAMMER • PROPHECY OF THE SHADOW • THE SUMMONING • DARK SUN • EYE OF THE BEHOLDER • LEGEND OF DARKMOOR (EYE OF THE BEHOLDER III) • DRAGONS OF FLAME • HEROES OF THE LANCE TEL 0839 654 139 OPERATION STEALTH • ANOTHER WORLD • FLASHBACK • CRUISE FOR A CORPSE TEL 0839 654 284 [illegible] HELPLINE • LECHUCK'S REVENGE (MONKEY ISLAND 2) • INDIANA JONES (LAST CRUSADE & FATE OF ATLANTIS) • ZAK McKRACKEN • MANIAC MANSION • LOOM • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL 0839 654 123 INFORMATION LINE: 0839 654 124 • LEGENDS OF VALOUR TEL 0839 [illegible] 388 • [illegible] HELPLINE [illegible] TEL: 0839 654 [illegible] • [illegible] CRUSADERS OF THE DARK SAVANT 0839 654 [illegible]

ARQ



'Please replace volume Empty in any drive .' 'Disk not validated ..' 'No disk in unit DF0: ' those mind-warping messages buzzing around your head all night long – it can't be doing you any good As if that wasn't bad enough you're forced to click on a box marked 'Okay just to get rid of the bloody things. Well it s not okay! We want to click on boxes marked 'P*ss off!', 'Go away!', 'Shut up!', 'I don't care!', and 'I know you've told me 300 times already!' In fact, what we need is a copy of *ARQ*, which just happens to be on Disk 48, free with this very issue

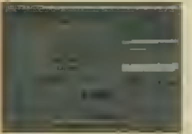
ARQ is intended to be incorporated into the start up sequence on your Workbench disk or hard drive This involves copying the files ARQ and EXPLODE LIBRARY into the C: and LIBS directories respectively and adding the line

RUN >NIL ARQ

just before the LOADWB command at the end of your start-up sequence For further details on editing your startup-sequence, consult your AmigaDos manual

As it stands you can t run ARQ directly from the coverdisk, but you can access the doc files Open the ARQ drawer, and double-click the ARQ doc and CHANGES icons for all the technical details, which will tell you how to tag your own samples onto the dialogue boxes, thus giving your machine the ability to ask you very politely 'Could you please see your way clear to inserting that other disk when you're ready sir?', or make any other sound that you care to sample Even if you ignore the sound features, you'll still have nice new dialogue boxes that don't pop up right in the corner of the screen, some of which even include little animations! How pleasant

• •



re-org

(2.04 ROM or higher) Do you ever wonder why loading files and directories takes so much longer with some disks than others? The reason for this is data fragmentation. If you're working on a file, updating it every now and then, adding extra files to the disk, and deleting old files to make way for new ones, the data will gradually become a mess of little blocks scattered across the whole disk.

Re-Org cunningly re-organises all the data on floppy and hard disks, so that the files are stored as continuous blocks It also sorts out the directory list, speeding up the DIR and LIST commands, as well as directory listings from within any applications Unfortunately, you need a 2 04 or higher version of Kickstart to run it, as found on the A600, A1200, A3000 and A4000

WARNING BACK-UP ANY DISKS BEFORE YOU OPTIMISE THEM You shouldn't have any problems with *Re-Org* mashing your disks, but circumstances beyond the program s control (such as power cuts or surges for example) can leave you with a dead disk, so make sure you work on a copy, not the original

Double click the *Re-Org* drawer, followed by the *Re-Org* program icon. Once it s loaded, you can customise the program to suit your preferences. For a better understanding of how the optimisation works activate the GRAPHICAL SECTOR DISPLAY by clicking its box It's also a good idea to click the ENABLE WRITE VERIFY box, so that your optimised files are checked as they are written

When it comes to optimising a disk, there are two modes The first, for single-drive users, reads in the data and writes it back in an optimised form to the same disk. This is the more risky mode of the two but its the only option if you don't have an extra disk drive If you're using more than one drive you can benefit from the second mode. This reads from one drive, and writes the optimised data to a fresh disk in another drive This is safer as it's not writing over any of your original data Select your chosen mode with the circular arrow gadget beneath the list of available devices, and define your input and output drives if you go for the second mode

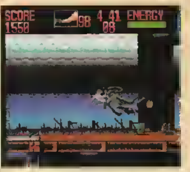
Click on START, and away you go Floppies will usually take around 1 2 minutes to optimise Depending on the capacity, hard disks can take anything up to 15 or 20 minutes Accelerated processors speed up the operation

card games

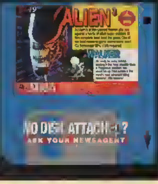
This is a collection of six solitaire style card games To load them, double-click the CARD GAMES drawer, followed by the CARD GAMES program icon. They're all controlled with the mouse in the same way Click on the card you want to move, and then click again on the spot you want it moved to. The games included are Pyramid, Golf, Klondike, Corners, Calculation and Canfield You can choose to play anyone of them by selecting them from the title-screen menu, or play the Grand Tour, which gives you all six in sequence, accumulating your score as a running total.

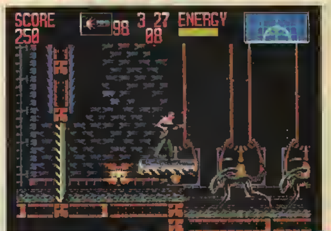
For details on the rules of each game, consult the DOC files in the CARD GAMES drawer

COVERDISKS



Roll up! Roll up! See the amazing CU coverdisk. Without a doubt the best ever. This month we've dug deep into our deep things, soared to the heights of our soary things and brought you two fully playable demos of Alien 3 and Walker. Two soon-to-be smash hits. We've gotten together with their publishers, Acclaim and Psygnosis respectively, to give you the first levels to both games – what more could you ask for. So, get your trigger fingers twitching and off you go.





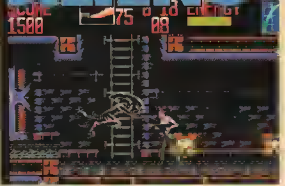
In the top left of the screen is your score and beside this a picture of the weapon currently in use (together with a figure indicating its remaining number of uses).

A movement sensor is displayed in the box in the top right of your screen flashes on this indicate life forms (either aliens or struggling prisoners) and their position relative to Ripley

ALIEN3

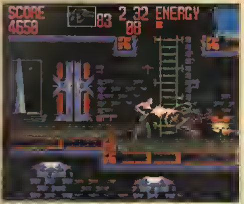
In this all action shoot 'em up from Acclaim, Inspired by the latest film about everyone's favourite extra terrestrials, even Ripley's rippling muscles are put to the test. The object of the game is to escape from a prison colony crawling with bloodthirsty slime-dripping alien monsters. It's not quite as straightforward as that, however, as the prisoners must first be rescued from the various walls to which the aliens have stuck them – and guess who's got to do that!

Ripley, the character played by Sigourney Weaver in the film, 'rescues' the prisoners by moving on to the space they occupy. They look somewhat, er, dead, by the time she's res-



Whilst the scanner is good for locating prisoners, the Aliens are so fast it's usually best to rely on your eyes when watching out for them.

LOADING [illegible] DISK 49 To load Coverdisk 49, just insert it in your Amiga's drive and switch on. Within seconds icons will appear for each demo. Just position the cursor on the one you want to run and click with the left mouse button. Moments later the demo will be ready to play, as long as your Amiga has at least 1Mb of memory. If you have difficulty loading your disk please contact PC Wise at the address or telephone number given on page 14



The number of Ripley's remaining lives is top centre, then a horizontal bar indicating her 'Energy' (which will change colour as she tires and gets injured). Above this is a clock counting down. Didn't I mention that before? Your mission is a race against time – get those prisoners out of there within five minutes.

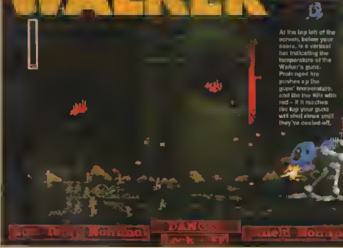
cued them, but perhaps they were just collapsing with relief, so let's gloss over that. What stands between Ripley and the prisoners? Aliens, of course and lots of them! Leaping out of the ground, dropping from ceilings, climbing ladders, and crawling through tunnels, there is a virtually endless supply of these critters, intent on making mincemeat of our heroine.

An options screen allows you to give Ripley up to nine lives, and alter the level of difficulty (Easy, Normal, and Hard). Movement is controlled by the joystick (up, down, left, right, in the conventional manner). Ripley will need to leap, climb ladders, and crawl through tunnels just like the Aliens to complete her mission. She's far from indestructible, however, so bear in mind how far she'll drop and what she might land on when jumping. There are many doors in the complex, which are opened (and sometimes closed) by turning Ripley to face the buttons beside them (stand her in front of the buttons, then press up on the joystick). Alternatively, use the grenade launcher to blow them away.

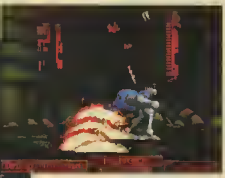
A variety of weapons are at Ripley's disposal: pulse rifle, flame thrower, grenade launcher, and hand-thrown grenades. Scroll through (i.e. change) the weapon currently in use by pressing the space bar. A good tactic in many areas is to shoot at the ground whilst moving, so as to blast the aliens as soon as they start to pounce. Although effective, this is a wasteful approach and ammunition is limited – if you run out you'll be dead meat! Fortunately, caches of ammo and first aid kits are lying around the building so, if you're careful, you'll be able to keep Ripley fighting-fit.

A couple of tips: blast a few shots down and up ladders before ascending or descending them. Put a few more into tunnels before crawling through – they lead to completely dark unknown territory until you emerge, so this may prove a necessary precaution. If you don't rescue the prisoners in time what happens next won't be a pretty sight – gut-wrenching, in fact. Good luck – you'll need it!

WALKER



At the top left of the screen, below your score, is a vertical bar indicating the temperature of the Walker's guns. Prolonged fire pushes up the guns' temperature, and fills the bar with red – if it reaches the top your guns will shut down until they've cooled-off.



In the top right corner are symbols indicating the number of lives remaining to the Walker. Below this is another vertical bar which starts green. The colour drains away as the Walker's shield sustains damage – when the bar turns completely black shields are down and continued existence precarious.

In most shoot 'em ups you get to play the little guy, a heroic David struggling to overcome or evade hulking great Goliaths intent on squashing you underfoot. Now, in this game from Psygnosis, the boot is on the other foot! Commanding a huge walking gun platform (rather like the ones used by the Empire against the Ewoks in 'Return of the Jedi'), you advance to the left, across the scrolling screen, hammering hordes of Lilliputian adversaries who cross your path.

The Walker's opponents may be small, but they're determined and well-armed. They're smart as well, so watch out for the missile firing, abseiling, bomb-planting, strafing impediments which will be hurled against you. They'll keep fighting until you squish them too – so have no mercy (it's a hard world in computer games)! You won't feel so sorry for them once your defensive shield has been worn away to nothing and you've become a sitting (or walking) duck.

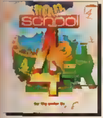
How do you fight? The controls for Walker are easily mastered, although they're slightly unusual for a shoot 'em up, so follow closely.

- The Walker moves forwards and backwards (left and right) according to whether you press the right or left facing cursor arrow keys.
- A large cross-hair appears on the screen, representing the point upon which the Walker's gunsights are targeted. Press the left mouse button (LMB) and all its guns will fire upon this area. Move the cross-hair with the mouse to change target. The Walker cannot turn around, so you'll find that it cannot aim at opponents behind it – watch out for that.
- Once your guns are trained upon a suitable target, press the right mouse button (RMB), and keep it depressed, to 'lock-on' to the enemy – removing the need to follow its movements with the mouse in order to keep it under fire.

The controls are as simple as that, but remember to keep an eye on the condition of your machine by referring to the information panel beneath the action screen. Stroll on!

Along the bottom of the screen are text messages: gun temperature at the bottom left, shield condition at bottom right. In the middle appears a warning of imminent danger, or the all-clear if the Walker has swept the current screen of its enemies. Below this is a notice about the status of the lock-on – either it is off, or fixed onto a target.

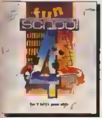
SCHOOL'S
IN
europress
SOFTWARE
EDUCATIONAL SOFTWARE



FUN SCHOOL 4
For the under 5's

fun school 4

FUN SCHOOL 4
For 5 to 7 year olds



FUN SCHOOL 4
For 7 to 11 year olds.

Paint and Create

FUN SCHOOL SPECIALS
Paint and Create
5 year olds and over

Merlin's Maths

FUN SCHOOL SPECIALS
Merlin's Maths
For 7 to 11 year olds

Parents of the world, rejoice.

Your child might soon be dashing home from school to reach not for the latest megakiller computer game, but for their homework.

It's no dream, thanks to Europress educational software.

We heard how worried you were to read what so many people are saying about falling standards in schools. And we saw just how much children loved computer games at home.

So we sat down and created the best of all possible worlds: an action-packed range of educational software that's so compelling, homework will give even Ninja Turtles a run for their money.

Naturally, every title in the range follows the guidelines of the National Curriculum to the letter, but engages the imagination of your child to the full.

Our Fun School range covers stacks of general topics, while the Fun School Special packs focus on subjects such as Maths and Spelling.

For GCSE children, our ADI range is every bit as entertaining but has a more academic approach.

ADI covers English, Maths and Le Français and helps children sail through their exams with the greatest of ease. And now ADI Junior gives tots as young as four the start they need to make reading and counting as easy as 1, 2, 3.

Europress. We've started a new trend in education. To learn more, and about formats available, please contact us at the address below.

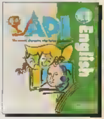
europress SOFTWARE

CREATIVE EDUCATION

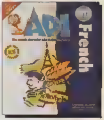
Europress Software Europa House Adlington Park Macclesfield SK10 4NP
TEL Technical/Admin 0625 859333 FAX 0625 879962

Spelling Fair

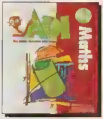
FUN SCHOOL SPECIALS
Spelling Fair
For 7 to 13 year olds



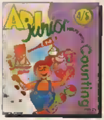
ADI ENGLISH
For 11 to 15 year olds



ADI FRENCH
For 11 to 15 year olds



ADI MATHS
For 11 to 15 year olds



ADI JUNIOR COUNTING
For 4 to 7 year olds

THE SHAPE OF COMDEX

With a new year just beginning, CU Amiga takes a peak into the future and looks at what might be happening to your Amiga one, two or even three years from now.

ALL SYSTEMS GO

The Amiga has certainly had a good year, even despite the muddle over which machine you should buy (there were at least two similar models in the shops at once during some stages of the year) Still there were launches, there were breakthroughs, there were completely new chipsets and Kickstarts, and there were even record sales. That's all very well, but what can we expect this year, or even next year? What lurks over the temporal horizon?

Well, as is technology's perpetual promise, the future is here today At the trade shows and conventions all around the globe the future is on preview now Emergent technology is what the jargonists like to label it We like to call it 'new developments', because then people understand what we are talking about. So, in a fit of fraudulent expense account claims, we sent Nick Veitch and Mat Broomfield to two of the biggest computer shows of the year to come face-to-face with the future of Amiga computing Here's their up, and indeed, past the minute guide to what the Amiga will one day become

• • • • • • • • • • • • • • • •

1992 AND ALL THAT

As '92 fades away and a new year beckons, CU Amiga takes a look back at what proved to be quite an extraordinary 12 months.

Who would have thought, at the beginning of '92 that we were in for such a white knuckle ride thanks to the constant inventiveness and damned unpredictability of Commodore UK. Just as the world was becoming accustomed to the A500 Plus, launched at the end of '91, Commodore surprised everyone with the unveiling of the A600, the A570 CD Rom drive and, towards the end of the year, the superlative A1200 and top-of the-range A4000. Third party manufacturers were also busy flooding the market with a succession of new products to increase the computing power of yout Amiga Whether it was a superfast hard drive, video digitiser, sound sampler or memory upgrade, it was hard to keep up with the endless tidal wave of innovation and creativity that threatened to engulf us all

And as if all this wasn't enough, Amiga software just kept on getting better Whether you were a gamesplayer, hobbyist or enthusiast, there's no denying the vast number of quality programs that were released during the course of the year From Project X to Pro page 3.0, there was something for everyone and every interest. So here, for your delectation and delight, is a month by month guide to the year just gone

JANUARY

- After the Maxwell scandal forced the closure of Mirrorsoft, the rest of the industry fell over themselves in the mad scramble to sign up the many abandoned projects Amongst such gems to be snapped up were Sensible Soccer and Fire & Ice (both went to Renegade),Reach for the Skies (Virgin) and TV Sports: Baseball (Mindscape)
- The first rumours of the A4000 began to emerge plus much press speculation about an Amiga console with special sprite enlarging and scrolling chips This latter project has now metamorphosised into the CDTV console we exclusively revealed last issue Expect it sometime before the summer
- Gamesmaster began its first TV series on Channel 4 and was an instant hit, attracting a regular weekly audience of three million
- Nintendo announced a deal with Mindscape which should see their most famous character, the Italian plumber, Mario, make his Amiga debut in an 'edutainment' product sometime in 1993

FEBRUARY

- Computer and video games continued to defy the recession and the Daily Mirror started a regular weekly games page
- Special FX announced they were going it alone, after years of working with Ocean A few months later they were to release their footy game Striker, to much public acclaim.
- CU had a special feature on Arcane Design, widely tipped to be a creative force within the industry A year later and we're still waiting for their first game to appear!

things to COME

In the world of 'serious' computing, Comdex is probably the single greatest show of the year. With 11,800 stands split between five massive conference centres in central Las Vegas, it's certainly the largest and although the show is almost exclusively devoted to PCs, networks and other business systems the Amiga did put in a significant showing.

SMART SPECULATION

Comdex was split into five major categories Network Computing, Multimedia Showcase, Mobile Computing, Imaging and OEM Business In the Las Vegas Hilton were PCMCIA, a California based company, who were busy co-ordinating a major display of PCMCIA peripherals For those of you who are unfamiliar with the term, PCMCIA is the abbreviation given to 'Smart Cards' which, although only the size of a credit card, contain miniaturised circuitry which can be used for a whole variety of serious applications. Originally developed for portable PCs, PCMCIA slots are present on both the A600 and the A1200 leading many pundits to speculate about the potential usefulness of such an expansion capability

Judging by the items on offer at Comdex, the future is very bright indeed Maxell were showing eight and 16-bit RAM cards ranging in capacity from 512K to a whopping 16 megabytes And all on a single card small enough to fit into your wallet! Continuing the storage theme there was a veritable flood of manufacturers demonstrating PCMCIA hard drives Of these, the 1 8 inch, 42 5 meg drive from Ranger was a good example Incredibly, the entire drive measures less than half an inch thick and weighs a negligible 2 75 ounces.

Also of great interest were the miniature Fax and modem cards, of which the most impressive was the Redicard, a combined fax and modem capable of transmission at up to 14,400 baud If these represent the future of Amiga computing, then we're in for a great time indeed By including PCMCIA slots on their more recent machines perhaps Commodore are already setting the scene for a truly portable Amiga?

COMMODORE AND PALS

Talking of Commodore, they were to be found in the Multi-media hall where they had a moderately small display area Although they were displaying their A1200 and A4000 machines, most of the stand was occupied by companies that they'd invited to turn up Centaur were there with a very impressive Opal Vision demonstration, but this was somewhat occluded by DMI's Vivid 24 and Digital Editmaster boards for the 2000 and 3000 range of Amigas The 68040 based Vivid 24 is clearly designed as a head to-head rival for Video Toaster, with its 24-bit rendering and display tools It has an eight bit alpha channel for performing video effects and can render a stunning 100,000 24-bit goured shaded polygons every second in resolutions as high as 2048x2048 pixels Designed for professional broadcast use at its highest configuration the board can evaluate up to 160 MILLION floating point operations per second (FLOPS) Compare this to an A3000's 4 million FLOPS and you begin to get some inkling of the awesome power of the board At more than 12,000 dollars, the board doesn't come cheap, but in terms of its power to price ratio, it's 14 times cheaper than an A3000 It compares even more favourably against the Silicon Graphics machines, which have, for too long, been among the industry standards for this kind of work.

The Digital Editmaster board brings similarly impressive specs to the arena of video editing and animation Using full JPEG hardware compression, the board can capture any video images in 24-bit real time, compressing them before storing them on hard drive These frames can then be sequenced and edited at your leisure before re-recording them to video tape. At 100 to 1 compression, recording video quality images, over five minutes of animation can be recorded to a 100 megabyte drive The system works in both PAL and NTSC so, once recorded, images can easily be converted from one system to the other. Again, the system is not a toy, costing $2495, but it offers features which can usually only be found in video editing suites worth upwards of $100,000!

MASS MEDIA

DMI were also showing their SCSI compatible

* * *

- John Madden was released, the very first Megadrive game to be converted for the Amiga CU had the exclusive playable demo on the coverdisk

MARCH

- Not a lot happened this month Perhaps the industry was still reeling from the announcement that Mr Punctuality himself, Nick Veitch, had been appointed Tech Ed on CU Amiga Then again, perhaps they were too busy having a laugh at our expense.
- P P...Penguin biscuits took over sponsorship of the games software charts
- Parasol Stars, the follow-up to the best-selling Rainbow Islands, was finally released and was rewarded with a 95% review
- We also took a first look at Zool, in a three-page in-development feature The game was destined to top the charts later in the year

APRIL

- Kansas-based Newer Technology was forced to abandon their portable Amiga prototype. Commodore refused to grant them a remanufacture license for the Amiga custom chips when they, in turn, were denied access rights to the new machine's design
- The trade press finally picked up on the runaway success of Team 17, as CU Amiga awarded Project X a whopping great 92% for being the best Amiga shoot 'em up ever
- Pro Page 3 0 was released by Gold Disk, and hailed as the premier DTP tool for the Amiga
- Philip's CDi system, a rival to Commodore s CDTV, went on sale to a fanfare of publicity. Nothing much has been heard of it since. .
- Zero magazine was banned from WH Smiths and Menzies for featuring a Cover Girl Poker playable demo on its coverdisk.
- Psygnosis signed up Dungeon Master creators, FTL, in an exclusive deal
- Dan Slingsby was promoted to editor of CU Amiga Hurrah!

MAY

- CU got a new lick of paint, a bit of a redesign and moved up to American A4 size.
- Electronic Zoo closed. No one was really surprised at this, except for Electronic Zoo themselves After all, a company responsible for the completely awful Germ Crazy and the hideously warped Magic Garden deserved to go under
- Amiga Centre Scotland, home of the much vaunted Harlequin 24-bit graphics card, closed its Edinburgh-based shop to concentrate on R&D.

10
11
12
13
14
9
X1000 RPM

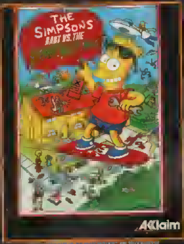
- In-game advertisements began to appear in computer games, thanks to the inventive strategy of Micro-Time Media Robocod featured Penguin bars and Microprose Grand Prix included Duckham Oil billboards.
- Maxis abandoned its links with Ocean and moved to Mindscape Look out for Sim City 2000 in '93!
- CU Amiga published an exclusive picture of freelancer Rik Haynes taking a bath and received a flood of outraged complaints This was not because of Rik's spectacular ugliness, but because we continued to let him write for us.

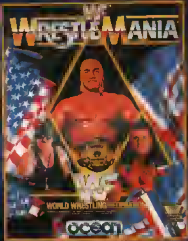
JUNE

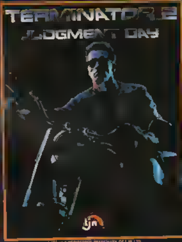
- CU scooped the world with exclusive reviews of the A570 CD-Rom drive and the A600

➢

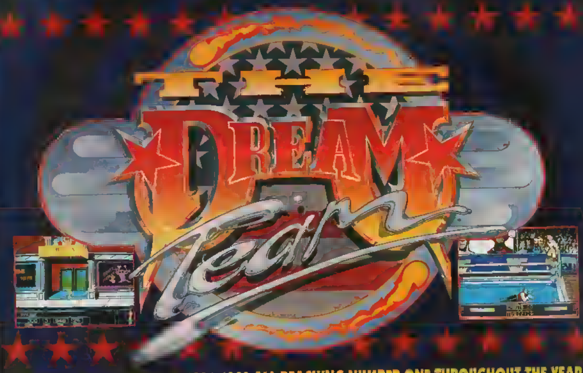
THE BEST COMPILATION OF ALL TIME


THE SIMPSONS
BART VS. THE
Acclaim


WF
WRESTLEMANIA
WWF
WORLD WRESTLING FEDERATION
ocean


TERMINATOR 2
JUDGMENT DAY
ljn

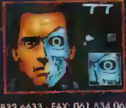
LJN® IS A REGISTERED TRADEMARK OF LJN LTD.
© 1991 CAROLCO INTERNATIONAL
N.V. ALL RIGHTS RESERVED


THE
DREAM
Team

THE THREE BEST SELLERS OF 1991-1992 ALL REACHING NUMBER ONE THROUGHOUT THE YEAR

IBM PC · AMIGA
ATARI ST
COMMODORE 64
AMSTRAD .
SPECTRUM

ocean®



OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

COLOGNE

The Cologne Amiga show is a good forum for show casing the very best in European software and hardware advances. And, true to form, this year's show had a wealth of amazing new products on show for the very first time.

Floptical disk drives. The drive functions like a hybrid floppy and hard drive combo. It uses removable disks capable of storing 20.8Mbs of data, and which cost $20 each (currently about £13.50). These drives can be fitted internally in A1500s upwards, or can be used externally with the A500. At only $449.00 for the external model (about £290) they compare extremely favourably with conventional hard drives.

In the multi media stakes, Creolec were demonstrating VidDisc, an interactive CD authoring system capable of handling 64,000 colour stills (or partial motion video frames), and synchronising these with multiple language digital audio tracks (sound samples to you and me!).

They were demonstrating the system with a touch-screen monitor whereby the user could 'wander' around an art gallery looking at the exhibits and zooming in on particular paintings at will. They also showed how the system is already being implemented by a number of major companies including American grocery giants K Mart.

On a less interactive note, TV production company Bethea Miteff were demonstrating the Amiga system used to produce an American kid's program called 'Nick's Arcade'. With 42 shows being recorded yearly at the rate of five per day, their previous computer system could no longer cope, yet with the Amiga the work of over half a dozen people was reduced to a dozen key-strokes which could be activated by even non-technical personnel. The system – known as 'Nickelodeon' – activates animation, video footage, sound samples and a host of production functions, and mixes them seamlessly with real-time filmed events.

Returning to the other Comdex halls, input and output technology was very much in evidence, with Hewlett Packard and Canon both demonstrating their new 600DPI laser printers, and a number of imitators showing their versions. Citizen employed the services of a top Las Vegas card shark to draw our attention to their new low-noise dot matrix printers. Despite the fact that they use 24 pin technology to produce full colour output, they only produce between 43 and 46.5 decibels of noise, quieter than some bubble jets and most lasers. Talking about colour printing, it seems that the word is out and everyone's trying to get in on the act. It's not enough to simply print in colour, we want lots of colours, high resolution and a low price. Canon (who also released the BJ-200 as a worthy follow up to their BJ-10ex) did their best to impress with the CJ 10, a colour copier and printer, but for my vote Brother's Hot Melt Ink Jet Printer took the prize for sheer image quality. It wasn't just that the images were attractive, but they had an embossed feel that lent them real class. Mind you, at $9995 then printer was way off in the affordability stakes!

TOYS R US

Don't get the impression that the show was all work, work, work though. Apart from the innumerable tacky sideshows, competitions, giveaways and spectator events, there were a few fun products on offer, such as Tardis Technology's Voice Trek, a voice recognition system that lets PC users control their computers verbally (of course, this has been available on the Amiga for some time). What about Galiza's portable computer cases – the briefcase equivalent of Inspector Gadget's arms, or Batman's utility belt. Tardis-like, these cases just keep on revealing new hideaways to produce the ultimate in portable transportation! Or how about Laserex Laser Pointer? The ideal gift for the lecturer who has everything. In a pen sized unit it simply lets you project a red laser dot anywhere you like!

However, the ultimate in executive toys had to be the Mouse Arena from Forminco. This amazing mousemat comes complete with leather palm supports, spring-loaded cord control system and Tyron (whatever that is!?) coated tracking surface to ensure that your mouse never gets dirty or clogged up!

SMALL IS BEAUTIFUL

Macro Systems are a prime mover in the Gr marketplace, and will no doubt be soon inroads into this country. With hardware li Lab digitiser (latest model reviewed this the spearhead of their blitzkrieg it is hardly surpris ing.

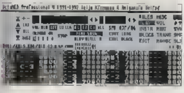
On display at the Cologne show recently was the second flank of their two pronged assault. Called Maestro, the latest product is a 16-bit sou This is not such a departure from the gr of things as it may at first appear. In fact and graphic digitising are very similar proc the main engine of the hardware is a fast analogue to digital converter (known as a DAC) which doesn't really care whether the data it is process

* * *

do you think YOU'RE go fancy-pants?

- Monkey Island 2 finally arrived, to yet another exclusive review and garnered a well-deserved 95%.
- Westwood, the team behind Eye of the Beholder 1 & 2, were bought out by Virgin. Their first game for Virgin, Legends of Kyrandia, has just been released.
- Commodore celebrated the 1,000,000th sale of an Amiga computer in the UK with a special competition for one lucky person to win 800 computer games.
- The Commodore-approved repair centre run by FMG closed its doors and caused great concern to the many Amiga users whose machines were in for repair. Fortunately, Commodore road to the rescue and carted all the machines off in the back of a fleet of lorries.

JULY

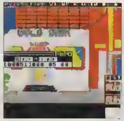

OctaMED Professional © 1991-1992 Teijo Kinnunen & Ray... Burfor
FILES
MISC
VOL
INSTR
BLOCK
TRANS
EDIT
RANGE

- Probe Software announced they were abandoning the Amiga in favour of the console market.
- A500 production ceased. Sob, sniffle... .
- Our July coverdisk featured OctaMED Professional v3.0. We have been inundated with reader's tunes ever since. 950 at the last count!!
- We took a look at Voyager, a superb astronomy package that tracks each and every planet and star known to man (well, almost!)

AUGUST

- Steve Franklin stepped down as head of Commodore UK to take charge of CDTV. After five years in the hot-seat, during which sales of the Amiga passed one million, the burly big man decided he wanted a new challenge. And boy, did he get one!
- The CDTV finally appeared in a special multimedia pack that included a keyboard, disk drive and mouse. Commodore even started to refer to it as Amiga CDTV. Up until this point they had tried their best to distance the machine from their successful Amiga-range of computers.
- Long-time CU game reviewers, Steve Merrett and Steve Keen, moved on to pastures new. Steve Merrett joined sister magazine, NMS, as deputy editor and Steve Keen joined the staff of C&VG.

SEPTEMBER



- MovieSetter adorned our September coverdisk, as used by Eric Schwartz and other leading Amiga animators.
- Nick Veitch adorned the cover of CU Amiga, but that was okay as he was safely hidden from view behind a welding mask as he set about an A500 with an acytelene blowtorch. The reason for this strange behaviour? The launch of a regular DIY feature in the magazine which, strangely, has never reappeared. Perhaps in the new year. .
- Our Kick Off 3 scratch card offer was a resounding success, with 10,000 entries. A pity, then, that the game has now been delayed until well into the new year.
- Also on our coverdisks was POD, a Shaun Southern conversion of a classic 8-bit blaster. Unfortunately, ELSPA didn't take too kindly to this and promptly banned us from featuring any more such conversions. Boo. Hiss.
- Electronic Arts flexed its bulging wallet and bought up Origin, the company behind the Ultima games and Wing Commander.
- Zero ceased publication.

Sensible SOCCER

WORLD CUP QUALIFIERS

NEW SEASON TEAM INFORMATION

- NEW NATIONS
- LATEST TRANSFER DETAILS

ADDED FEATURES

- RED & YELLOW CARDS
- SUSPENSIONS
- ENHANCED GOALKEEPERS
- BACK PASS RULE

European Champions

1992/3 SEASON EDITION

NEW ENHANCED VERSION OF THE GREATEST FOOTBALL GAME EVER

For existing owners of Sensible Soccer – European Champions who want to have the new version, just send a cheque or Postal Order for £4.95 (inc p&p) made payable to Sensible Soccer Offer, along with your original DISC 1 to Sensible Soccer Offer, c/o Unit B3 Edison Road, St. Ives, Huntingdon, Cambs PE17 4LF. Both sets of discs will be returned to you within 14 days of receipt (allowing for cheque clearance).

Sensible

C1, Metropolitan Wharf, Wapping Wall, London E1 9SS © 1992 Sensible Software. Published by Renegade

ing is sounds, pictures or recipes for flapjack.

The Maestro not only supports direct to disk sampling (which means that given a big enough hard disk you can digitally master yourself to CD quality in the comfort of your own home), but also features a digital output which could be useful for direct connection.

There was much interest in the soon to be released Retina graphics card. The card promises to provide various colour enhancements at different resolutions from 600x800 with 65000 colours to 1280x1040 at 256. The interesting thing is that it will only cost between DM548 and DM698, depending on how much RAM is required.

COMBO CARDS

Masoboshi were lurking at the show with a variety of combo cards and RAM expansions. The flagship of the range is the MC702 which combines an AT-IDE port, a SCSI controller and expansion capabilities for 8Mb of RAM. Essentially this means you can connect two more AT drives and six SCSI devices, which should be more than enough for anyone.

Active, best known for their amazing raytracing package, Real 3D, were previewing the latest version which has more functions than ever. Version 2 will only cost around the same as the original which is still on sale but has dropped to a budget(!) price of around £70. Hijacking part of the stand were the American firm, Digital Creations, who were showing the now legendary DCTV and DCTV-RGB.

Another well known German company, 3-State, were demonstrating an Ethernet card. Ethernet is a standard high-speed LAN (Local Area Network) system, used a great deal in the professional PC world. The 3-State system will work on the A500, as well as the 1500 and up and will even run Novell Netware.

Fischertechnik were providing a little nostalgia for most people. Remember building little Lego™ engines and robots? Well these are the same, only with the interface and software they really come to life. All sorts of magical devices were on display: robots, money machines, musical toys, CD-players, plotters – there were no end to the number of things that can be built and controlled by the Amiga in this way. These systems have been available for some time, but have yet to make it over here which is a shame.

Golden Vision, not to be confused with Golden Image (who were also here), brought the latest version of Export Draw with them. The ability to import various different font types has been included and now there is a utility to create vector type fonts. Output will be in EXPF (Expert Font), DMF (Pagestream) and PBF (Adobe Type 1) formats. When it is released here we will no doubt see a lot more fonts available on the Amiga.

CONCLUSIONS

So what conclusions can we draw from these computing trade shows? Well, the first thing must surely be that people want adaptability. As more and more people use computers for an increasingly diverse range of applications, customised software and hardware is becoming more and more essential. We in the Amiga world are akin to younger siblings in a large family – we usually end up getting everyone else's hand-me downs, but in computing terms that means that we also get to benefit from tried and tested technology.

UNLUCKY FOR SOME

Okay, so a look at the future wouldn't be complete without a few predictions. Unnervingly though, almost all of the things that we predict come true. Do we have a clairvoyant on the staff? No, we just bug Commodore's offices. Anyhow, here are the sort of things likely to happen.

- The second wave of CDTVs will arrive. The updated version will be squarely positioned as a console beater and may lose the 'CDTV' name. Due to price it will probably not include the MPEG compression hardware to allow full frame full motion video, but this may yet appear on an updated CDTV. It should contain the new AGA chipset though.
- The A600 will be priced down, eventually. It will soon cost less in real terms than the C64 did!
- A DSP co-processor board will arrive. This will be included with future versions of the A4000, as will a SCSI port.
- 24-bit graphics cards will become much cheaper. Eventually a standard will emerge and people will be happier. There have been attempts at a standard before, but everyone who owns Art Department Professional must have realised by now just how many varieties of 24-bit card there are. And to that the number of different versions of TVPaint knocking around and you can see what a problem it is. This is the kind of thing the Amiga was supposed to avoid.
- A CDTV drive will arrive for the Amiga600. Okay, CBM did say that it would be ready before Christmas – but they didn't specify which one. This may be held up in an attempt to make the device more compatible with any new features on the CDTV console, which would be a very good idea.
- A new 68030 Amiga will be launched, somewhere between the A4000 and the A1200, incorporating ZorroIII slots and the AGA chip set. This will effectively replace both the A3000 and the A2000. It is important to have a mid-range machine, because these are usually the ones that third party manufacturers use to build systems from (e.g. Video Toaster).
- A second wave of virtual reality machines will appear, once again using the Amiga as their base.
- Jeremy Beadle will be murdered.
- Commodore will find out that we know what they're up to and desperately change their minds about everything (not to make us look silly).

Some things which ought to happen, but on reflection probably won't

- High Density drives become standard on the Amiga.
- CU Amiga will out-sell the Radio Times. Lord EMAP is so happy that we are all allowed to go home early one Friday.
- The Video Toaster will be converted for PAL use.
- Jeremy Beadle will be brutally murdered.

BUT DOES THE AMIGA HAVE A FUTURE?

Well, the answer to that one is a resounding yes, which must come as something of a relief to the thousands of new owners reading these words. Nick Veitch tells us why.

DOOM AND GLOOM The Acorn went through radical changes before it slowly edged its way to the periphery of the market and the ST looks like it will follow if the Falcon fails to solve cash-flow problems. The question is, will the Amiga eventually suffer a similar fate?

Just because a machine is way ahead of its time with respects to the techology, the custom chippery and the user-interface doesn't make it a candidate for long-term survival. History is littered with exceptional machines which fell by the wayside. The Jupiter Ace, the Lynx (the original one, not the Atari hand-held), even the TI-99/4A have suffered a premature death. Will the Amiga follow suit?

Remember that there are also a few zombies in the computer arena, machines which have been kept alive past their natural demise not by any great marketing effort but by the sheer numbers and dedication of their loyal fans. The Spectrum is an obvious example, and perhaps even the Amstrad CPC, but surely the most worthy challenger for 'Greatest white elephant still supported by the marketplace' is Commodore's own CBM 64.

STILL GOING STRONG The 64 once held a Christmas market share greater than the Amiga's and still has ranks of software space in the local game stores. Although it was out of date in about 1984 its continuously (in real terms) dropping price saw successively larger numbers of them selling during Yuletide – just the thing for little Johnny (although little Johnny probably had enough sense to realise that an 8-bit, 1.4 MHz 6502 based machine with 16 colours and eight fantastically small hardware sprites was not exactly representative of the white heat of technology). But user bases that large means more commercial interest, more third-party support and more 'self-help' groups.

The indomitable spirit of the Amstrad CPC users kept the machine vaguely afloat for years, not to mention a few CPC magazines. And as for the Spectrum, well, in the darkest recesses of a cupboard in the dungeons of these very offices, in a disused toilet with a sign saying 'beware of the leopard', there is still a Spectrum magazine going strong.

The point is that even if Commodore were to go bust tomorrow and no-one stepped in to save the country's most loved home computer, there would still be so many retailers, manufacturers, developers and magazines with so much to lose that we would see the greatest zombie yet. And whilst machines are still being launched, and developments are constantly underway we can safely say that the Amiga will last at least until the next century.

* * *

OCTOBER

- Less than three months after taking up a new role within the company, Steve Franklin sensationally quit Commodore UK under mysterious circumstances.
- Both AMOS Pro and GVP's A530 Turbo clocked up reviews of 97%. These were most definitely the two most astounding products of the year and deserved every percentage point.
- Sierra changed its mind and announced that it would continue publishing Amiga conversions of its games.

NOVEMBER

- Once again, CU were first with a review of the A4000, hailing it as 'the most significant advance in home computing since the launch of the original Amiga'.
- The falling pound force Commodore to announce price rises across its entire range, to come into effect from the 1st January. The A600 rises from £299 to £329 and the A1200 goes up from £399 to £429.

- Frontier (otherwise known as Elite 2) was publicly unveiled, although the release date has now slipped into the new year.

DECEMBER

- Gamesmaster Live!, the EMAP run show held at the NEC in Birmingham, was a collosal success with more than 100,000 gameheads being treated to an aural and visual extravaganza. Amongst the many attractions where a beat-the-goalie competition from Anco, a go-cart track laid on by Sega and a huge Amiga arcade erected by Commodore (funnily enough).
- Dan didn't get the A1200 he was expecting in his Christmas stocking, so doubtless he'll be sulking when he comes back to work after the festive break.
- News begins to filter through about some problems with the sound chip on the new A1200, so Dan's quite glad he didn't get one after all (see news section this issue for more details).

THE MILITARY MASTERPIECE

Campaign
Tactical & Strategic War Simulation
empire

The Campaign Concept Includes:-

Campaign Gaming System Software

Map Editor Software

Extensive User Guide and Gameplay Manual Incorporating Historical Background, Vehicle Factfinder and Campaign Maps

2 World War II Propaganda Posters

2 World War II Propaganda Postcards

D-Day Landings Battleplan Map

Authentic Wartime Newspaper Reprint

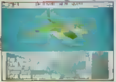
The Most Comprehensive Military Simulation of Warfare in World War II

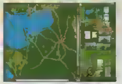
The level of control is up to you, if you wish you can let the computer handle the hands on side of actual combat

- *Take full command of up to 3000 vehicles on over 20 historically accurate predefined maps ranging in size from 625 to 10 million square kilometres. Locations range from the Sahara and Russian Steppes to the Battle of the Bulge in the Ardennes and the D-Day landings.*
- *The amazing Map-Editor allows you to modify the existing maps and create new ones of your own. This option is available at any time allowing you to pause and enter the editor to modify the forces. You can even swap sides!*
- *Control either Allied or Axis forces from the level of Field Marshal right down to tank driver*
  - *As Field Marshal coordinate strategy for all groups of tanks, convoys, aircraft, ships and production centres*
  - *As General, control the fighting of an individual battle with as many as 16 active tanks plus artillery and air support.*
  - *As a Tank Driver/Gunner experience the battle in stunning 3D.*

THE MOST SOPHISTICATED COMPUTER WARGAMING SYSTEM EVER DEVISED FOR THE HOME COMPUTER, USING ACCURATE BACKGROUND INFORMATION FROM WW2 CAMPAIGNS AND INDIVIDUAL BATTLES. EXPERIENCE THE SHEER PRESSURE AND ANXIETY OF PLANNING THE WORLD'S MOST FAMOUS BATTLES.

- *Over 150 vehicle types, each one displayed in Super Fast 3-D; Russian, American, German & British tanks, artillery, support vehicles, aircraft and ships. Campaign gives you full control over all aspects of combat including airstrikes and sea battles.*
- *Your playing area covers upto a staggering 10 million square kilometres of detailed terrain featuring towns, villages, rivers and woodland.*
- *Breath-taking graphics that are accurate in every detail, give a unique atmosphere of realism.*
- *Over 100 Kilobytes of 3-D shape data used to create the vehicles*
- *Sound Blaster, Ad-Lib & Roland sound card compatible*
- *Available on IBM PC & Amiga*





empire
S O F T W A R E

Empire Software, 4/6 The Stannetts, Laindon North Trade Centre,
Basildon, Essex. SS15 6DJ Telephone 0268 541212

Programmed by Jonathan Griffiths

FAT AGNUS AWARDS

Cast your mind back to the warmth and sunshine of last August, when we asked you for your opinions on the very best in Amiga software and hardware. And now, wearing our very best moth-eaten dinner jackets, we're here to tell you all about the winners and losers...

BEST MUSIC SEQUENCER

BARS AND PIPES PROFESSIONAL · Blue Ribbon Fighting off plenty of die hard *Music X* fans, *Bars and Pipes Professional* was nearly pipped at the post by *Dr T's KCS 3.5*. It came through in the end though, with a substantial 36% of the vote, thanks to its unusually clear and colourful interface, ease of use and all round power. The combination of professional-quality performance and features, with user-friendly operation seemed to clinch it for Blue Ribbon Soundworks.

BEST SAMPLER

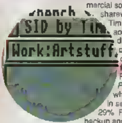
AMAS II · Microdeal This was one of the most fiercely fought categories of all. With so many different samplers available, almost everyone had a different idea as to which was the best. Audio Engineer and AudioMaster IV notched up quite a few votes with their excellent editing options and high fidelity sound, Studio 16 scored a hit for its even higher fidelity, and the vaina votes went to Megamix Master and TechnoSound. However, above all these, Microdeal's AMAS II managed to come home with a winning margin of 2%, scoring 17% of the vote, with TechnoSound and Studio 16 both earning 15%.

BEST PAINT PACKAGE

DELUXE PAINT IV · Electronic Arts No surprises here. *DPaint IV* won with a landslide vote of 86%! Even the HAM purists have now defected from *Photon Paint*, so the only challenges came from the kid's art package *My Paint*, a few put their cross next to the animation package *Fantavision*, and one or two logged their vote for the Public Domain *Sky Paint*. No contest!

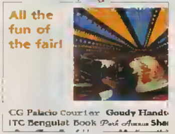
BEST FILE UTILITY

SID 2 · Tim Martin Who needs expensive commercial software when shareware is this good? Tim Martin's highly acclaimed file handling utility won 37% of the vote, but came under heavy fire from the former-PD file cruncher *PowerPacker 4*, which cruised home in second place with 29%. For its life-saving backup and disk-fixing features, *Quarterback Tools* also had a good showing, with an 11% share.



BEST WORD PROCESSOR

WORDWORTH · Digita This was another category that didn't too much split opinion, as shatter it. Everyone seems to have a different idea of which word processor is best. Votes were cast for the PD programs *Text Plus* and *Text Engine*, while *Protext*, *Scribble II* and *Wordworth* bumped up the scores on the commercial side. Although the PD challenge was strong, it wasn't enough to hold off the feature-packed *Wordworth*, which took the title with 18% of the vote.


All the fun of the fair!

CG Palacio Courier Goudy Handt
ITC Bengulat Book Park Avenue She

BEST COMPILER DEVPAC 3 · HiSoft

As expected, it was a bit of a walk over for HiSoft and *Devpac 3*, totting up a healthy 62% of the vote. The C brigade made their presence felt by voting for *Lattice C* and *Aztec C*, while various other compilers, including *Argasm*, pulled in just enough votes to register on the percentage scale.

BEST VIDEO PACKAGE

SCALA 500 · Scala The last year has seen Scala 500 take over as the premier video titling package. This was reflected in the polls, which earned it a 39% wedge of the votes. Video Studio made good running, coming in at second place with 17%, followed by a flurry of low-ranking also-rans.

BEST SHOOT 'EM UP PROJECT X · Team 17

While many still harbour affections for *SWIV*, *Turrican 2* and *Silkworm*, *Project X* has really captured the imagination of CU readers. The arcade quality shoot 'em up scored a massive hit thanks to the programming and design prowess of ex-demo coders now working for Team 17. The slick-scrolling graphics and frantic gameplay helped it grab a massive 72% of the vote. In second place was Turrican 2 with 10%, while *Silkworm* got itself 1% more than its sequel *SWIV*, coming home with 4%.

BEST ADVENTURE GAME

MONKEY ISLAND II · US Gold Justice is done, and the adventure title goes to the second piratical escapade starring Guybrush Threepwood. The potent cocktail of rum, grog, parrot droppings and sea water proved too much for the electorate to resist. Although it was threatened by the weird and wonderful *Another World*, and also had to brush aside *Future Wars*, *Monkey Island II* made it look easy, with 62% of the vote going its way.

BEST SOFTWARE HOUSE

TEAM 17 Now this was a close one. Encompassing both serious software and game publishers, it threw up a multitude of different votes. On the serious side, Electronic Arts had a strong showing, due in no small part to their excellent *DPaint*, and Gold Disk too had a fair share of the ballots. The gamers votes went to US Gold, and to a lesser extent Ocean, but ultimately it was Team 17 who took the title. Quality products, with a twist of street cred, seemed to tip the balance in the end.

HALL OF FAME ELECTRONIC ARTS

A special category open to any company or individual that has been responsible for continued excellence in the Amiga field, this one was wide open. On the games side, US Gold maintained their popular standing, while Commodore themselves even clocked up a few votes. In the end, though, it was Electronic Arts which got the combined nod from the gamers and the hobbyist voters, which was enough to see them catapulted to the top of the Hall of Fame.

And the rest.

ANIMATION PACKAGE: *Deluxe Paint IV* (Electronic Arts)
RAYTRACING PACKAGE: *Real 3D* (Active)
STRUCTURED ART PACKAGE: *Professional Draw 3* (Gold Disk)

AMIGA
JOKER

IMAGE PROCESSOR: *Art Department Professional 2*(ASDG)
INTERPRETER: *Easy AMOS* (Europress)
MULTIMEDIA: *Scala* (Scala)
DISK BACKUP: *Quarterback* (Central Coast)
FINANCE: *Personal Finance Manager 2* (Microdeal)

Files included:
Commands apply to:
Current DIR Only
Include All
Exclude All
Include by Name
Exclude by Name
Include by Date
Exclude by Date
Include Archive
Exclude Archive

DATABASE: *Superbase Pro* (Oxxi)
DTP: *Professional Page 3.0* (Gold Disk)
HARDWARE MANUFACTURER: GVP
DISTRIBUTOR: First Computer Centre
GOD SIMULATOR: *Populous 2*
BUDGET GAME: *Rainbow Islands*
FLIGHT SIMULATOR: *F15 II*
MISCELLANEOUS GAME: *Trains*
RACING GAMES: *Grand Prix*
ROLE-PLAYING GAME: *Eye of the Beholder II*
PLATFORM GAME: *Rainbow Islands*
LICENCE: *Robocop III*
SPORT SIMULATION: *Jimmy White's Snooker*
BEAT 'EM UP: *The First Samurai*

INDI DIRECT MAIL

CUSTOMER CHARTER

INDI Direct Mail is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision, and here's why.

INDI is a wholly owned subsidiary of a public company now in its tenth year of trading and specialising in the supply of computer products.

With a turnover approaching £30 million per annum, we have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

SALES AND SUPPORT

The INDI sales team have been trained to take your order with the utmost care and efficiency. All stock offered for sale is held in stock, centrally at our group warehouse complex and is available for next day delivery, direct to your home or business. If at any time we are out of stock your money will not be banked until the product is available (a point worth checking should you feel tempted to purchase elsewhere).

General information regarding product is available from our sales team, however technical support is always on hand should you need assistance.

All prices quoted are inclusive of VAT.

INDI TELESALES
Tel 0606 43860 Fax 0606 43825

DESPATCH

All orders received by 6pm Monday to Friday are despatched that day for next day delivery using our national carrier — Securicor. (UK Mainland only). Saturday deliveries are available at a small surcharge. If you are out when we deliver a card will be left at your home giving you a contact telephone number to arrange a convenient re-delivery.

Delivery queries can be resolved immediately using our on-line computer.

All orders are despatched on a next working day delivery basis. Cheque orders are despatched immediately on cheque clearance, usually 10 working days from receipt. A delivery charge of £5.00 is made per item unless otherwise stated.

WE ALSO ACCEPT B.F.P.O. ORDERS (DUTY FREE). CARRIAGE CHARGED AT UK POSTAL RATES.

AMIGA A600 THE WILD, THE WEIRD AND THE WICKED PA

12 MONTHS AT HOME SERVICE

- Zapsac Carry Case
- Zappo T-Shirt

INDI PRICE £339.99

Once again Commodore have put together a winning theme pack to complement the already popular Amiga A600
The Wild, the Weird and the Wicked Pack is an ideal starter pack containing a considered mix of software making the most of the Amiga's amazing capabilities
To make this pack a perfect gift INDI have added a further four award winning games and a staggering list of valuable extras totally FREE of charge Also included at no extra cost to you are the latest 'Zapsac' carry case and Zappo T-shirt Crucial Amiga accessories. Impressed. Who wouldn't be

PACK AS STANDARD CONTAINS
- Amiga A600 single drive
- Built in TV Modulator
- 1Mb memory
- Push Over ● Silly Putty
- Grand Prix ● Deluxe Paint III
- Mouse and Manuals

INDI VALUE ADDED FREE

● Micro Switch Joystick	£9.99
● Lockable Disk Box	£9.99
● Disk Wallet	£12 99
■ 10 Blank Disks	£5 99
■ Kick off 2 ■ Pipemania	
■ Space Ace ■ Populous	£122 52
■ Zapsac Carry Case	£12.99
● Zappa T-shirt	£8 99
TOTAL	£183 46

AMIGA A600 HD (HARD DISK) EPIC PACK

AMIGA
E·P·I·C
LANGUAGE LAB
FREE
FREE

12 MONTHS AT HOME SERVICE

- Zapsac Carry Case
- Zappo T-Shirt

INDI PRICE £479.99

EPIC by name definitely by content Commodore's talent for pack creation has never been better The software included in this pack EPIC, Rome, and Myth totally exploit the stunning features of the Amiga A600 Add to this Trivial Pursuits language lab edition (playable in 3 languages), Amiga Text (Wordpro) and the now standard graphics package Deluxe Paint III for serious/educational applications and you'll start to realise just how dynamic this pack is As with all products supplied by INDI, we have added our extra dimension to an already incredible offer (see below for INDI Value Added Pack totally free of charge)

PACK AS STANDARD CONTAINS:
- Amiga A600HD (Hard Disk)
- Built in TV Modulator
- Mouse and Manuals ■ 1Mb Memory
- EPIC, Rome, Myth, Trivial Pursuits (language lab edition), Amiga Text, Deluxe Paint III.

INDI VALUE ADDED FREE

● Microswitched Joystick	£9 99
■ Lockable Disk Box	£9 99
■ Disk Wallet	£12 99
■ 10 Blank Disks	£5,99
■ Kickoff 2 ■ Pipemania	
■ Space Ace ■ Populous	£122.52
● Zapsac Carry Case	£12 99
● Zappo T-Shirt	£8 99
TOTAL	£183 46

ALL NEW 32-BIT AMIGA — AMIGA A1200

The latest, the ultimate, the best home computer available 16.8 million colours, superfast processor, superb stereo sound, lightning speed — the all new Amiga 1200 has them all Marvel at the ease with which the Amiga 1200 and its amazing 32-bit processing power devours the most demanding software At this price the A1200 has no equal — forget the rest, it's definitely the best

1200 STANDARD FEATURES
- 68020 Processor
- 2Mb Chip RAM
- AA Chipset
- Alpha-numeric keypad
- PCMCIA Slot
- 3 5" Internal Floppy
- Built-in TV modulator
- Free 12 Months At-Home Maintenance

INDI VALUE ADDED FREE
● 5 Superb Games ● International Sports Challenge ● The Cool Croc ● Paradroid 90 ● Plus FREE Zapsac & T Shirt

£394.99

1084S COLOUR/STEREO MONIT

Commodore's own Amiga Monitor Designed solely for use with the Amiga range of computers With its ergonomic design, Hi-res graphics display and stereo sound capabilities, the 1084S will really bring your Amiga to life.

Apart from offering this product at a very competitive price INDI are including two great software products totally free of charge

INDI PRICE £189.99

INDI VALUE ADDED FREE

● Days of Thunder (Driving Simulation)	£19 99
■ Night Breed (or alternative exciting game)	£19 99

AMIGA CDTV | THE MULTIMEDIA COMPUTER

TOTAL HOME ENTERTAINMENT SYSTEM

COMMODORE AMIGA CDTV
THE MULTIMEDIA COMPUTER
MONITOR NOT INCLUDED
FREE!
AUDIO
Blues Brothers
(CD Audio) £12.99
AMIGA
Pipemania • Populous
Kickoff 2 • Space Ace
£122.52
MULTI MEDIA
Lemmings CDTV
£34.99

GOLDSTAR 14" REMOTE TV/MONITOR FEATURED AVAILABLE SEPARATELY AT £179.99

INDI PRICE £489.99

The problem with any new product is that it always takes time for everyone to realise its full potential. CDTV is no exception and in our opinion everything we have read does a pretty poor job of explaining just what CDTV can do and why it is so exciting.

THE INDI GUIDE TO CDTV

IT'S A CD PLAYER —Yes, it will play all your Primal Scream, Pavarotti, Pink Floyd and any other CD you care to mention in superb high quality stereo, with remote infra red control.
IT'S AN AMIGA —Plug in the keyboard, switch on the external disk drive and the colossal range of inexpensive Amiga software can be used on your CDTV.
IT'S A MULTIMEDIA SYSTEM —Just imagine, stereo sound, images and text all on screen. It asks a question, you respond, it responds — truly interactive! Each CD disc holds hundreds of megabytes of data with instant optical access. The whole of Hutchinson's Encyclopedia fits onto 1 disc. This interactive system is a unique aid for Education, Business or Leisure. The future is here!

PACK CONTENTS AS STANDARD
- Amiga CDTV Player
- CDTV keyboard
- CDTV 1411 3.5" Disc Drive
- CDTV Infra red remote controller
- CDTV wired mouse
- CDTV Welcome Disc
- Manuals
- Fred Fish CDTV

INDI VALUE ADDED
- Lemmings CDTV (£34.99)
- Blues Brothers (£12.99)
- Pipemania, Populous, Kickoff 2, Space Ace (£122.52)

CDTV CONNECTS DIRECTLY TO YOUR TV SET

CDTV | SOFTWARE

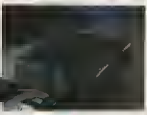
If you already own a CDTV or are just about to purchase one you'll be pleased to know that INDI stock probably the largest and most comprehensive list of CDTV software in the country. Below is a list of top selling titles we are offering at very competitive prices. For more details please phone our sales team. (Prices include postage).

EDUCATION	
A Bun for Barney	24 99
Asterix and Son English	19 99
NASA The 25th Year	19 99
The Paper Bag Princess	29 99
Thomas's Snow Suit	29 99
Tale of Peter Rabbit	34.99
My Paint	24 99
Cinderella	34 99
MUSIC	
Music Maker	31.99
Remix	24 99
REFERENCE	
Dr Wellman	49 99
Guinness World of Records	31.99
Illustrated Holy Bible	24 99
Electronic Cook Book	29 99

ENTERTAINMENT	
Defender of The Crown	24 99
Battle Chess	34 99
Battle Storm	24 99
Classic Board Games	29 99
Hound of Baskervilles	24.99
Psycho Killer	24.99
Trivial Pursuit	45.99
Wrath of Demon	24.99
Basketball	24 99
Dinosaurs For Hire	14 99
All Dogs Go To Heaven	29 99
Raffles	29.99
Prehistorik	24 99
Town With No Name	29.99
Team Yankee	29.99
Snoopy	29 99
Sim City	24 99

AMIGA CDTV | EXTERNAL HARD DISK DRIVE

You've got the CDTV, you've got the keyboard and floppy disk drive — for a total computer solution all that's needed is an ultra-fast hard disk drive. The CDTV-HD unit boasts a massive 65Mb of hard disk storage with lightning fast access times through its SCSI interface. The unit comes complete with Workbench 1.3 and all necessary cables.



INDI PRICE £349.99

ACCESSORIES

CDTV Starter Pack – Includes CDTV, Remote Control, Hutchinsons, Lemmings & Welcome Disk CD's	£379.99
A570 External CD drive for the A500 & A500+ (Includes FREE Hutchinson's & Lemmings)	£349.99
MEGACHIP – 1Mb ChipRAM Upgrade for CDTV	£159.99
CDTV Keyboard (black)	£49.99
CDTV 3.5" External Floppy Drive	£49.99
ENCORE SCSI Controller + Internal Mount Kit	£109.99
CDTV Internal Genlock	£149.99
CDTV Remote Mouse	£49.99
GOLDSTAR TV/Monitor with Remote Control	£179.99
SCART TV/Monitor Lead (inc. stereo phono lead)	£14.99

Panasonic *Quiet* Colour Printing

We researched the colour printer market in great depth to find a colour printer good enough to cope with Amiga's powerful graphic output, yet at an affordable price.
We found the perfect printer in the Panasonic KX-P2180+KX-P2123 quiet printers.
We then considered that if you were going to buy a Panasonic printer, you would probably need a quality word processing package to use with it. We found that too, in 'Wordworth', yet at a retail price of £129.99 we thought that might be a little too expensive an top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

Panasonic KX-P2180

The new Panasonic KX-P2180 9 pin quiet colour printer
Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX-P2180 is typically 15dBA quieter in operation, than the competition

- **Fast Printing Speeds** 192CPS Draft and 38 CPS NLQ
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 45-48dBa sound level (most matrix printers are typically in excess of 60dBA)
- **6 Resident Fonts** Over 6,100 type styles using Courier, Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
- **1 Year Warranty** For total peace of mind

INDI PRICE

£199.99

Panasonic KX-P2123

The new high performance Panasonic KX-P2123 24 pin.
Quiet colour printer offers leading edge quiet printing technology at an affordable price.

- **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 CPS LQ
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 43.5-46dBA sound level (most matrix printers are typically in excess of 60dBA)
- **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **24 PIN Diamond Printhead** High performance and high quality output
- **1 Year Warranty** for total peace of mind

INDI PRICE

£239.99

EXCLUSIVE TO INDI

*WORDWORTH — COMPLETELY FREE!

WITH PANASONIC QUIET PRINTERS

The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word/document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX P2180 and KX P2123 colour printing support), Collins spell checker and Thesaurus, no other word processor comes close.
"Without doubt this is one of the best document processors for the AMIGA, Today." (Amiga Format).

NORMAL RRP £129.99 inc. vat

Panasonic PRINTER ACCESSORIES

Following the outstanding response to the Panasonic printer range we are now in a position to offer new and existing Panasonic printer owners a complete range of accessories saving £££'s on recommended prices.

Panasonic Colour Ribbon 6 Pack
6×Colour Ribbons for the KX-P2180 & KX-P2123
RRP £119.99
INDI PRICE £89.99

Panasonic Ribbon Pack 2×Black & 4×Colour Ribbons for the KX-P2180 & KX-P2123
RRP £99.99
INDI PRICE £69.99

Panasonic Sheet Feeder
Automatic A4 Sheet Feeder for the KX-P2123 & KX-P2180 printers. Holds 80 sheets paper.
RRP £89.99
INDI PRICE £79.99

KX-P2180/KX-P2123 Deluxe Accessory Pack
Pack Contains: ● Automatic Sheet Feeder
● 2×Black Ribbons ● 2×Colour Ribbons
● 1×Dust Cover ● 2 Piece Printer Stand
RRP £169.99
INDI PRICE £132.99

AMSTRAD NOTEPAD

The new Amstrad Notepad Computer couldn't be easier to use because you simply follow the instructions on the screen as you go along. Has built-in Wordprocessor, 48,000 word spell checker, Calculator, Diary, World Time Clock, Address & Telephone book, BBC BASIC, and weighs less than a kilo (2 2lbs)

PCMCIA MEMORY CARDS FOR AMSTRAD NOTEPAD

64K **£45.99**	128K **£57.99**
256K **£79.99**	
512K **£129.99**	
1Mb **£170.99**	

INDI PRICE

£199.99

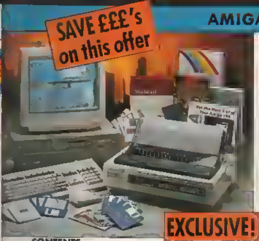
AMSTRAD FAXPHONE

Fully featured hands-free phone that can send and receive faxes and can even make copies of letters and documents. It's a group 3 fax machine, has 20 memories, 9 one-touch dialling keys and Mercury compatability.

INDI PRICE

£299.99

AMIGA A1500 DEALS



The A1500 is the ultimate home computer for the whole family and is designed to cover every computing requirement.
INDI are able to offer you exclusive deals on this outstanding product in various configurations and bundles (see options on opposite page).
All configurations come complete with the following software and accessories:-

FEATURES:
- Fully functional keyboard with numeric pad separate from CPU
- Includes 2 x 3½" disk drives as standard with 5¼" Disk Bay.
- Integral memory and card expansion capabilities (most cost effective expansion route)
- Work bench 2.00 and Kickstart 2.04.

CONTENTS:
- Keyboard, mouse, reference manual, Puzznic, Toki, Elf (Games), D Paint III (Graphics Package), Home Accounts, The Works (Platinum edition: Wordpro, Spreadsheet, Database) Joystick

AMIGA A1500 FEATURED (see photograph above) • 52 Mb SCSI Hard Disk • 1084'S Monitor & Panasonic KX-P2123 24 pin colour printer

INCLUDED FREE Amiga Vision, Nightbreed, Days of Thunder, Wordworth Worth £268.99

INDI VALUE ADDED FREE
- Amiga Vision (authoring software) worth £99.00

FROM £499.00

Amiga A1500, complete with FREE Amiga Vision (worth £99.00)
INDI PRICE £499.99

Amiga A1500, Complete Pack as detailed above
INDI PRICE £1159.99

AMIGA & CDTV ACCESSORIES

Due to overwhelming requests for Amiga and CDTV Accessories we are pleased to offer the following products with the usual INDI guarantee of Quality and Service, not forgetting the INDI price benefits!!! – Great gifts at Christmas

ZAPPO FLOPPY – External 3.5" drive suitable for all Amigas	£44.99
ZAPPO 601NC – 512K Amiga 600 RAM upgrade (no clock)	£29.99
ZAPPO 601C – 1Mb Amiga 600 RAM upgrade (with clock)	£49.99
MULTI START II ROM SHARER + 1.3 ROM – Use both 1.3 & 2.04 Kickstart ROMs	£44.99
ROCTEC GENLOCK – Cost effective video overlay for all Amigas	£69.99
SUPRA RX 2Mb – External 2Mb RAM upgrade for A500/500+ Can be increased up to 8Mb	£159.99
2Mb SMARTCARD – Credit card style RAM card utilising A600/A1200 PCMCIA SLOT	£129.99
4Mb SMARTCARD – For A600/A1200, maximum RAM with a lifetime guarantee!	£199.99
COMMODORE C64 & 1541 DISK DRIVE PACK – The worlds best selling home computer complete with disk drive and software pack	£159.99
REPLACEMENT POWER SUPPLY – for the Amiga A500/A600/A1200	£24.99

AMIGA 3000 – With 2Mb RAM, 120Mb Hard Disk, Publishers Choice, Amiga Vision	£1526.32
AMIGA 4000 – With 6Mb RAM, 120Mb Hard Disk & Amiga Vision	£2348.82
COMMODORE 1960 – 14" High resolution monitor for use with A3000 & A4000 Or if bought with A3000 or A4000	£369.99 £351.99
OPAL VISION 24-BIT GRAPHIC SYSTEM – For the Amiga 1500/2000/3000/4000 Launched to rave reviews, the most amazing graphics enhancement for your Amiga at an unbelievable price.	£699.99

★ INDI TELESALES ★
TEL 0606 43860 · FAX 0606 43825

indi
DIRECT MAIL

AFTER SALES AND SPECIALIST SERVICE

All products are guaranteed for 12 months. Some products carry a 12 month at home service/repair guarantee (where indicated).
In the unlikely event that any product purchased from INDI arrives at your home faulty, we will collect from your home and replace the product completely free of charge.
If you own an AMIGA 1500 or 3000 and would like to expand its hard disk or memory capability or add any other peripheral INDI can offer you a complete door to door configuration service together with an additional 12 months Back to INDI warranty. Why not ask for a quote?

Products advertised represent a small sample of our instock range. A complete price list is available on request.

All products purchased come with a complete list of all products available from INDI with special customer loyalty offers.

AS PART OF OUR POLICY OF CONTINUAL PRODUCT DEVELOPMENT AND REFINEMENT, WE RESERVE THE RIGHT TO CHANGE SPECIFICATIONS OF PRODUCTS ADVERTISED. PLEASE CONFIRM CURRENT SPECIFICATION AT THE TIME OF ORDERING.

PRICES ARE VALID FOR MONTH OF PUBLICATION ON

HOW TO ORDER

BY POST — simply fill in the coupon below.
BY PHONE — ring 0606 43860 where your call will be answered by one of our INDI sales team. After 6.00pm each day your call will be answered by answerphone. If you would like to place an order have all details at hand including Credit Card. The message will guide you through your order.

SEND YOUR ORDER TO:
INDI DIRECT MAIL
FIRST FLOOR OFFICES,
85 WITTON STREET,
NORTHWICH
CHESHIRE CW9 5DW

CU.1292

Please send........................
Price .... + Delivery
I enclose cheque/PO for £.......
or charge my Access/Visa No.
....
Expiry date /
Signature ....
Send to Name........................
Address ....
....
Daytime Tel..........................
Postcode ....

SCREEN SCENE

The most definitive games review column of any Amiga magazine.

36 SOCCER KID
39 BODY BLOWS
42 BATMAN RETURNS
48 INDIANA JONES AND THE FATE OF ATLANTIS
53 TEARAWAY THOMAS
56 UGH!
56 GOBLIINS
58 STREETFIGHTER 2
62 ROBOSPORT
66 GUNSHIP 2000
70 KGB
74 REACH FOR THE SKIES
77 LEGEND OF VALOUR
80 WEEN
80 NICKY BOOM
80 CYTRON
80 BUNNY BRICKS
82 WAXWORKS
84 MICROCOSM
84 DRACULA
89 SMALL TIPS
93 PLAY TO WIN: LEGEND OF KYRANDIA
97 VFM

90% and a game is worth a Superstar. We hardly throw them around, but if a game gets one it'll be completely outstanding.

A CU Screen Star is for games scoring 85%-92%. If a game gets one of these, it'll be of lasting quality

fIRST

An avalanche of new games is set to hit your Amiga in the new year. First Imps takes a sneak peak at some of the main contenders for your hard-earned cash.

A.T.A.C

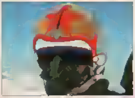
MICROPROSE

Due to touch down some time next Easter is the first of Microprose's '93 flight sims. However, *A.T.A.C.* (which stands for Advanced Tactical Air Command) is being touted as much more than your average fly'n'bomb 3D game as it's going to contain a large amount of brain-straining strategy, too, as each mission has to be carefully mapped out before the action can begin. Already out on the PC, *A.T.A.C.* is set in the near future and the Colombian drug barons have tightened their vice-like grip on the world's leading cities. Corporate corruption and violence is widespread and both the judiciary and the politicians have largely fallen under their control.

As part of a secret U.S. Government department, you have been put in charge of an elite team of 150 undercover agents in order to begin a covert offensive against the various gangs and put out of business five of the major cartels. As well as the many soldiers under your command, you will also have a tactical force of four F-22 fighter-bombers and two state-of-the-art choppers at your disposal. You're going to need all that fire power, though, as the drug barons have armed themselves to the teeth with all kinds of sophisticated weaponry.

All this, however, is just an excuse for a futuristic encounter with high-tech firepower and advanced tactical weapons, although your overall objective is to stop the drug barons and bring them to justice rather than wipe them out. Bah, we'll have none of that soppyness around here, thank you very much. A bit of death and destruction never hurt anyone, did it?! Erm, well maybe it did, but this is a computer game after all, so it's alright isn't it?!

Anyway, *A.T.A.C.* is full of the lush 3D polygons that we've all come to know and love from virtually every other Microprose flight sim. There are the usual external camera angles, weaponry inventories and lots and lots of keyboard controls to master. With the reputation that Microprose have amassed for top quality flight sims *A.T.A.C.* should turn out to be fun (if you like this type of thing, that is).



T IMPRESSIONS

B17 FLYING FORTRESS

MICROPROSE

Microprose's second flight sim for 93 is the Amiga conversion of Vector Grafix brilliant PC game, *B17 Flying Fortress*. In case you're not familiar with the PC version, this Second World War game involves the player in mounting daylight raids on occupied Europe from American airbases in Eastern England.

Taking control of a B17, it's up to you to command the ten-man crew to the best of your abilities as well as joining up with other bombers on 25 strategic bombing and combat missions. It's possible to take control of a computer-controlled crewman at any time during the course of a mission, with an auto-pilot kicking in if you leave the flight controls.

Hopefully, there will also be a special A1200 version which will take advantage of the 68020 chip to make everything run that much more smoothly than a normal Amiga. The graphics will also match those of the PC version exactly, due to the increased number of colours on screen which the AGA chipset affords.

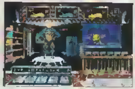
You'll be able to take to the skies in *B17 Flying Fortress* in the Spring of next year.

COMBAT AIR PATROL

PSYGNOSIS

With over one million square miles of playing area, *Combat Air Patrol* is certainly a vast game as you pilot either an F14 or F18 in the midst of the Gulf War. Yep, Psygnosis have leapt onto the already full bandwagon to release yet another flight sim based in and around the Gulf region during the recent conflict. A 1Mb game, *CAP* lets you choose between taking part in a full campaign, which involves commanding both air and ground forces, or flying individual missions one at a time. Featuring multiple camera angles and a special flypast view, the game also includes day and night scenarios and customisable squadron formations. Psygnosis are also looking to include a serial link option between Amigas, so you'll be able to fly in formation with a friend and help each other out during missions.

The short demo we've had in the office is already running very fast, although it's hoped the final version will be faster still. The plane's animation is incredibly detailed and it's even possible to see the rear ailerons, arrester hooks and undercarriage being lowered and retracted. A 1Mb game, *CAP* will be winging its way onto the Amiga next February.



SUPERHERO

PSYGNOSIS

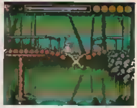
With a plot that bares an uncanny similarity with Dark Horse's Next Men comic book, *Superhero* revolves around a secret Government research project gone wrong. In an attempt to genetically construct the ultimate human super-soldier, the top boffins at the U.S. R&D labs unwittingly unleash Apex, a malevolent super-being that is evil personified.

In an attempt to cut short his dastardly doings, and end Apex's evil philanderings once and for all, another team of eggheads set out to engineer another super-being to give the rogue muscle-head a serious kicking. This is where you, the player, come in. The game starts in the superhero construction lab where you can construct the ultimate warrior. The options available are incredible, and virtually any known superhero can be put together from the array of limbs, lycra jump suits, capes and boots that are placed at your disposal. As well as these aesthetics, there's also the chance to dictate your hero's dexterity, strength, endurance and special powers.

Once you're happy with your creation it's into the main game. In case you hadn't guessed, *Superhero* is a platform beat'em up set over a staggering 1600 screens which pits you against the massed hordes of evil under the renegade Apex's control. Psygnosis are planning to release *Superhero* sometime in February – so watch for this one next Christmas!

SLEEP-WALKER

OCEAN

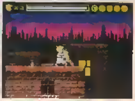


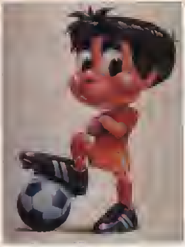
This one has appeared in these pages before, but as it's been through a radical remix for these Comic Relief people, we thought that you'd like an update.

SleepWalker, to which Ocean Software is currently adding the finishing touches, gives gamers the chance to do a good deed, and enjoy themselves. An average of £5 per game sold will go to Comic Relief, amounting to a total of £500,000 for the charity, Ocean hopes. Sponsorship forms will also be included with the game, in which players guide Rover the dog as he keeps his master from harm during his night-time wanderings through all manner of dangers. Sprites in the game will resemble well known comedy characters. They include a lollipop lady who looks like housewife-mega-star Dame Edna Everage, a nightclub bouncer with the looks (and manners) of Hale and Pace's 'The Management' and a giant stamping foot – familiar to Monty Python fans.

It's due for release in January, and it's looking good! The parallax scrolling background really enhances the gameplay, whilst Rover is animated with close attention to cartoon convention. Goggle-eyed double takes, remaining suspended in mid-air and not falling until he realises it, being squashed flat by heavy objects – Rover does all this and more. If the sleeper awakens he'll get a nasty shock – and lose a life.

The six levels are matched by an equal number of bonus levels. These are accessed by collecting the letters of the word 'COMIC', suspended on red noses secreted about the screens. If the finished version proves as enjoyable as it promises to be, it's likely to make you an insomniac!





SOCCER KID

Zool and _Putty_ are has-beens as the latest platform star sprints onto the Amiga. Dan Slingsby dribbled his way up to Rotherham to take a look at a unique soccer-cum-platform game that's set to redefine the genre.

FOOTBALL CRAZY

Best known for their Man United kickabouts, Rotherham-based Krisalis Software are about to change all that with the release of *Soccer Kid*, a game which seeks to combine the arcade playability of a footy sim with a platform game. Based around the 1994 World Cup, the new multi-level kick'n'jump game involves a romp around the world as the impish young star attempts to collect six pieces of the missing World Cup and thus save the competition from disaster.

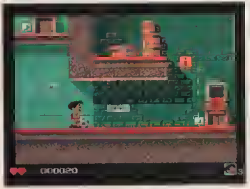
When Krisalis' supremo, Tony Kavanah, announced plans for the new game at the beginning of the year, industry insiders had a bit of a snigger at his expense. Now, the tables have most definitely been turned, as the game is creating considerable interest both in the computer press and from the big console giants. The seemingly unplayable idea has metamorphosised into what is likely to be one of the top ten games of '93.

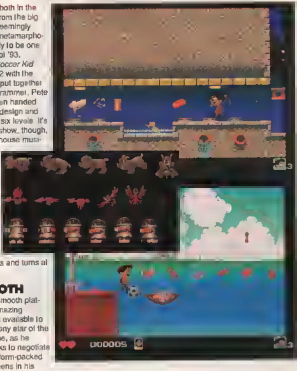
Work began on *Soccer Kid* back in February 1992 with the game's engine being put together by Krisalis' chief programmer, Pete Harrap, which was then handed over to Nigel Little to design and construct each of the six levels. It's not been a one-man show, though, by any means, as in-house musician, Matt Furniss and graphics man, Neil Adamson, have had an equal share in the game's overall design and playability. It's difficult to say who has done exactly what as the trio are constantly updating their ideas and introducing new twists and turns at every opportunity.

SILKY SMOOTH

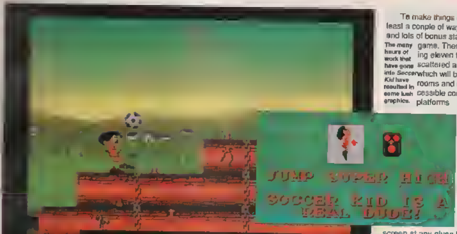
The result is a silky smooth platform romp with an amazing number of trick shots available to the tiny star of the game, as he seeks to negotiate platform-packed screens in his efforts to retrive the missing cup pieces. The football-mad hero has a ball constantly at his feet and with this he can clabber any approaching nasties as well as pick up some of the many in-game bonuses lying around each level. If the ball is kicked too far, it will slowly roll back to the kid, so it's difficult to ever lose possession. There are already more than fifteen shots available to the rotund hero, with the little guy able to lob the ball straight up into the air, perform an overhead bicycle shot, and smash the ball off the screen with a power kick. He's also able to head the ball, either on the ground or in the air and balance or jump on the ball to reach otherwise inaccessible areas. The angle of the ball's flight can also be altered by tugging on the joystick in the required direction.

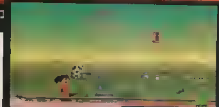
The control of the ball, more than anything else, is the key to the game's playability. Surprisingly, the control system was one of the easiest things to implement. 'That was relatively easy – most of the hard work had been done by Pete Harrap, although we've added numerous



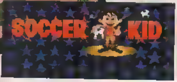


A sign of a good platform game is one with many hidden stages to find and explore as well as lots of rewards and points to collect along the way. *Soccer Kid* certainly has plenty of these!





It's fun, it's console-like and it's coming to an Amiga near you soon. Keep watching these pages.



other kicks as the game's gone on. The really hard part has been in the game's overall design, making sure each level is suitably different from the preceding one, and introducing different skills for each one,' mentions Matt.

To help people become accustomed to the ingenious control system, there's going to be a trainer option at the beginning of the game. At the moment this consists of a number of animated sequences showing how to pull off each shot, but in the finished version there will be a special level set in the eponymous hero's backyard where he'll have to negotiate an obstacle course and learn all the necessary skills as he progresses through it.

WORLD CUP

The main game will consist of six levels, each one divided up into three stages, although the team want to add even more if possible. Each level is set in a particular country and each stage has a particular theme relevant to the country within which it's set. For instance, the USA is made up of a beach stage as well as wild west and city sections, whereas the Japanese level involves a mad dash along the roof of a bullet train, a kick around a computer factory and a squishy journey through a rice field section. Other countries covered include the UK, where the game begins, Brazil, Russia and Italy.

There's also going to be the usual end of level guardians, although each one will be tailored to reflect a particular level's theme, i.e. you'll come across a huge American footballer in the U.S. section, a Sumo Wrestler at the end of the Japanese level and even a Pavarotti look-a-like makes a guest appearance at the end of the Italian level. After completing the UK level, most of the other stages can be accessed immediately, except for the USA level and the final encounter with the Alien Prankster, a huge end-of-game nasty who's responsible for nicking the trophy in the first place.

The many hours of work that have gone into *Soccer Kid* have resulted in some lush graphics.

To make things even trickier, there'll be at least a couple of ways to complete most levels, and lots of bonus stages included in the final game. These will be triggered by collecting eleven football player's cards, scattered around each level, some of which will be hidden in underground rooms and others stashed away in inaccessible corners and hard to reach platforms.

PLAYING FIELD

Soccer Kid is going to be a 1Mb game, coming on at least two or three disks. Using a dual playfield mode, eight colours have been used in the foreground and an additional eight for the background. The use of copper effects for the sky further extends the number of colours on screen at any given time and makes the game look even more console-orientated. Running at a rate of 50 frames a second, it looks as if *Soccer Kid* will be as fast as anything in the arcades with huge 64x64 enemy sprites patrolling each level. And, for all you new A1200 owners, there's also going to be a special version of the game especially written for your machine.

The game's still not due for release until Easter next year (1993), but things already look fantastic. It's set to appear on lots of different formats, but the Amiga version will be the first to hit the streets. Forget *Parasol Stars*, don't bother with the *Addams Family*, chuck your copy of *Fire and Ice* away – *Soccer Kid* is set to redefine the platform genre when it's finally released. Watch out for it.

TEAM TACTICS

The three-man team working on *Soccer Kid* have a varied track record and, such is their determination to make the game the definitive platformer available for the Amiga, that they often work late into the morning without any sort of break (the fools!)

MATT FURNISS

Matt's the musical maestro of the team and has already provided the sound effects and in-game tunes for a huge number of games including US Gold's *Outrun Europa* conversion, *Cytron* from Psygnosis, and Krisalis' own recent release, *Sabre Team*. Still only 19, Matt's also produced a rave version of Rainbow amongst many other such tracks.

NIGEL LITTLE

Nigel is the programming talent behind ice hockey game, *Face Off*, but we're not going to hold that against him. He's also done numerous Acorn conversions of games such as *SWIV*, *Nebulus* and *Lotus 2* during his 2½ years of commercial coding experience. And just to show you how easy it is to break into the rough and tumble of commercial games programming, Nige got his lucky start by replying to an ad in his local paper!

NEIL ADAMSON

The graphics for *Soccer Kid* have been put together by Neil Adamson, here being incredibly sad modelling a Rotherham United football shirt. Beazer League here we come, eh Neil?! Starting off working on a Dizzy game for Codemasters, Neil soon saw the errors of his ways and joined Krisalis full time to work on a variety of in house games.

PETE HARRAP

Pete's the chief coder at Krisalis and the guy responsible for *Soccer Kid's* game engine, the graphic system, map editor and scrolling. As well as providing the rudimentary elements of the jigsaw for the rest of the team to piece together, he keeps in close touch as to how the game's developing and steps in if things look like they're going disastrously wrong (which they aren't, as he sees it).

MJC COMPUTER SUPPLIES

Suppliers of Discount Software since 1984

Educational, Local Authority and government orders welcome. Overseas orders please call or write for a quotation. All goods subject to availability, prices subject to change without notice. E&OE

Prices include VAT and delivery by post, Courier delivery available on request. Please allow 5 days for cheque clearance.

TO ORDER: Credit card orders can be place by calling the telephone number below – or send a cheques/POs made out to MJC Supplies to:

MJC SUPPLIES (CU), Unit 2 The Arches,
Icknield Way, Letchworth, Herts SG6 1UJ.
Tel: (0462) 481166 (6 Lines)

AMIGA COMPUTERS

NEW – AMIGA 1200

The very latest Amiga computer – now offers twice the processing speed at 14.3Mhz, 2 Mbyte of Chip Ram as standard, the new AA enhanced chip set offering up to 16 million colours, a full 96 keys with numeric keypads Workbench 3.0 and 12 months On-site warranty

MJC PRICE £ CALL

(price includes free courier delivery)

AMIGA 600

The "portable" Amiga, features surface mount technology for greater reliability and Workbench 2. Comes complete with 12 months On-site warranty.

MJC PRICE £271.00

(price includes free courier delivery)

AMIGA 600 HD EPIC PACK

Amiga 600 with a genuine Commodore 20 Mbyte hard drive fitted. The Epic pack comes with four games Deluxe paint 3 and an Amiga Easy Text Word Processor

MJC PRICE £429.95

(price includes free courier delivery)

PLEASE NOTE all the above computers are genuine UK models with *nothing* taken out of the packs. All come with 12 months On site warranty and free courier delivery

AMIGA STARTER PACK

Includes. 10 discs, 40 capacity disc box, Joystick, Dust cover and Mouse mat.

MJC PRICE £19.95

(or just £15.95 if purchased with an Amiga)

AMIGA 600 CONTROL CENTRE

Manufactured by Premier Micros these are made of sheet steel and epoxy coated to exactly match the 600. They are precision made to fit the 600 and offer a perfect base for a monitor and a shelf for your extra disc drive or peripherals

MJC PRICE £34.95

(or just £29.95 if purchased with an Amiga 600)

A600 1 MEGABYTE EXPANSION

Increase your memory to 2 Mbyte. Includes Clock.

MJC PRICE £44.95

(or just £39.95 if purchased with an A600)

EDUCATIONAL SOFTWARE

THE FUN SCHOOL RANGE

Probably the best selling educational software for the Amiga. Fun School 3 and 4 also conform to the National Curriculum

Fun School 3 for Under 5	£15.95
Fun School 3 for 5-7 years	£15.95
Fun School 3 for Over 7	£15.95
Fun School 4 for Under 5	£15.95
Fun School 4 for 5-7 years	£15.95
Fun School 4 for Over 7	£15.95

COOMBE VALLEY SOFTWARE

This is a range of excellent educational adventure games for various ages.

Maths Dragons (5 to 12 years)	£12.95
Cave Maze (8 to 13 years)	£12.95
Reasoning with Trolls (5 to 12 years)	£12.95
Fraction Goblins (8 to 13 years)	£12.95
Picture Fractions (7 to 10 years)	£12.95
Tidy The House (5 to 9 years)	£12.95

LAUGH & LEARN WITH ADI

The ADI series are aimed at being fun to use as well as being serious educational tool. Each package is specifically designed to follow the National Curriculum for a particular school year

ADI – English 11/12 years	£17.95
ADI – English 12/13 years	£17.95
ADI – English 13/14 years	£17.95
ADI – Maths 11/12 years	£17.95
ADI – Maths 12/13 years	£17.95
ADI – Maths 13/14 years	£17.95
ADI – Maths 14/15 years	£17.95
ADI – French 11/12 years	£17.95
ADI – French 12/13 years	£17.95
ADI – French 13/14 years	£17.95
ADI – French 14/15 years	£17.95

KOSMOS LANGUAGE TUTORS

Kosmos software produce a superb range of educational software including the Answerback Quiz programs and four foreign language aids as well as the hugely popular Maths Adventure

Answerback Junior Quiz (6-11 years)	£14.95
Answerback Senior Quiz (12 to Adult)	£14.95
Factfile Spelling (requires Junior Quiz)	£7.95
Factfile Arithmetic (requires Junior Quiz)	£7.95
French Mistress	£14.95
German Master	£14.95
Spanish Tutor	£14.95
Italian Tutor	£14.95
Maths Adventure	£17.95

LCL SOFTWARE

Primary Maths Course (3-12 years)	£19.95
Micro Maths (GCSE Level)	£19.95
Micro French (GCSE Level)	£18.95
Micro English (GCSE Level)	£18.95
Micro German (GCSE Level)	£18.95
Reading & Writing Course (3 years+)	£18.95

FUN SCHOOL SPECIALS

In response to consumer demand a range of FUN SCHOOL SPECIALS have been developed to help children with specific areas of learning

Merlin's Maths	£17.95
Spelling Fair	£17.95
Paint and Create	£17.95

NODDY'S PLAYTIME

A complete entertainment and learning package for young children. Contains 10 exciting programs which include a full Junior Art package. Noddy's Paint Pot, Post Office, Market Place and many more

(1 Mbyte Required)

MJC PRICE £19.95

AMIGA SERIOUS SOFTWARE

NEW – WORDWORTH 2

The latest version of this very popular Word Processor. Now includes 17 Compugraphic fonts. It produces silky smooth on-screen fonts at any size. Columns, New tool bar, Indexing, Table of contents, lists, Improved mail merge and many more new features

Protext V4.3	£39.95
Pen Pal V1.4	£37.95
Findwords 3	£32.95

MJC PRICE £74.95

NEW – AMOS PROFESSIONAL

An enhanced version of the very popular Amos program. Contains over 200 new commands, 650 page brand new manual and many more new features.

MJC PRICE £44.95

MINI OFFICE AMIGA

Great new integrated package featuring a Word Processor, Database, Spreadsheet, Graphics and Disc Utilities

MJC PRICE £39.95

FINANCIAL

Home Accounts 2	£36.95
Personal Finance Manager Plus	£29.95
Maxplan 4	£34.95

AMOS – THE CREATOR

Easy Amos – Simple but powerful	£22.95
Amos V1.2 – The original language	£31.95
Amos Compiler	£19.95
Amos 3-D	£21.95

MISCELLANEOUS

Pro Midi Interface	£19.95
Stereo Master	£28.95
Rombo Megamix Master	£28.95
Rombo Take 2	£38.95
Pagesetter 2 (requires 1 Mbyte)	£39.95
Hisoft Devpac 3	£49.95
Hisoft Highspeed Pascal	£69.95
Final Copy 2	£65.95
Deluxe Paint V4.1	£54.95

VIDI AMIGA 12

Vidi Amiga 12 is the latest low cost colour digitiser from Rombo. RGB Splitter is built in and colour images can be captured in less than a second. Mono images are grabbed in real time. Features multi tasking software, composite or S-VHS input, HAM, EHB and overscan.

MJC PRICE £75.95

AMIGA ACCESSORIES & ADD-ONS

NAKSHA UPGRADE MOUSE

280 DPI quality replacement mouse – Pack includes Mouse house, Mat and Operation Stealth game

MJC PRICE £22.95

ZYDEC SECOND DISC DRIVE

Excellent value external drive for the Amiga. Includes free Virus X Utility

MJC PRICE £52.95

ACTION REPLAY MK3

MJC PRICE £54.95

ROBOSHIFT

Auto sensing joystick/mouse switch box

MJC PRICE £13.95

SQUICK REPLACEMENT MOUSE

Great value replacement mouse

MJC PRICE £12.95

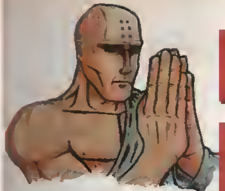
Further information on our Educational range is available in our Educational Supplement – on request

Please quote CU Amiga when ordering

VISA

Remember – prices include VAT & delivery

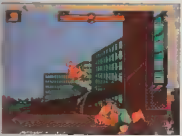
MasterCard



Here's an example of a preliminary sketch done before work started on the computer-aided design of the game

BODY BLOWS

While *Street Fighter 2* smashes its way onto the Amiga, Team 17 is secretly preparing its own stunning beat 'em up. Dan 'Biffo' Slingsby gets punch drunk with the programmers.



Each country provides a different backdrop in front of which to fight your opponent.

COMING TO BLOWS

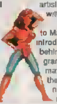
You've got to admire Team 17. They really have got a latterday Midas touch as their last three releases have shot straight to number one on the software charts. And it's not surprising when you consider the quality of *Alien Breed*, *Project X* and the recently-released *Assassin*.

Never ones to rest on past successes, though, the Wakefield-based games publisher has already started work on no less than six titles for release during the first half of next year. Of these, by far the most promising has to be *Body Blows*, a game that head honcho, Martyn Brown, is already billing as the definitive Amiga beat 'em up.

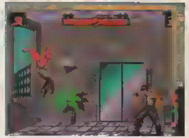
To be honest, there really isn't a lot of competition to begin with. To my mind, there's only ever been one decent beat 'em up on the Amiga – Archer Maclean's excellent *IK+* – and that's almost five years old now! I don't want to rubbish a game before I've even seen it, but I really doubt that *Street Fighter 2* is going to set the world on fire or even create a little dense smoke come to that. [STOP PRESS – Okay, I was wrong, we've just had the final version of *Street Fighter 2* in the offices and it's a brilliant conversion and almost certainly the best beat 'em up on the Amiga I've ever played – Repentant Ed]

BODY SLAMMING

Body Blows certainly looks the business if nothing else. Work started on the game almost six months ago, and most of the graphics have already been completed, barring any last minute changes. Although there's certainly nothing like the much-touted '223 unique frames of animation per character' that have reportedly been incorporated into the Amiga version of *Street Fighter 2*, this is because the creative duo behind *BB* have given the game's playability utmost priority. Even so, everything about the game's graphics and animation oozes class thanks to the inventive Japanese-inspired artwork of Danny Burke, *BB*'s artist and game's designer who also came up with the initial inspiration.



After sending some preliminary sketches to Martyn Brown at Team 17, Danny was then introduced to Junior McMillan, the coding brains behind the game and veteran TRS 80 programmer(!). From there, it was simply a matter of exchanging ideas and working out the finer details such as memory allocation, number of combatants, sprite size and running speed.



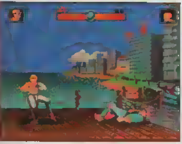
Each character will have a range of special moves at their disposal, and these will be exclusive to particular characters.

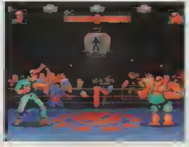
THOSE SPECIAL MOVES IN FULL

Each character is capable of a number of standard kicks and punches, but when a special joystick combination is used, each one also possesses a number of special moves unique to that character.

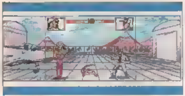
- Dan and Nik are both capable of pulling off a super spinning kick, as well as shooting off a bolt of energy at their opponents.
- Lo-Ray, the Buddhist Monk, can flip his body right over, causing anything or anyone in the immediate vicinity to be sent flying.
- Junior, the Thai-Boxing expert, has a super speed punch capable of power-driving the other player clean off the screen.
- The lone woman of the group, Maria, has the capability to transform herself into a spinning whirlwind and shoot out lethal boomerangs at enemy fighters.
- Cossack, a Russian soldier, can spin himself into the ground and re-emerge anywhere on the screen to confuse his enemies. This will be purely random in the finished game.
- American Wrestler, Doug, has a bear-like body crush as well as the capacity to cause shockwaves to blast across the screen.
- The pick of the bunch is Mike, a business man. Push him too far, though, and he's capable of spinning across the screen wreaking havoc as he goes.
- Yit-U is a specialist kung-fu fighter who can pull off huge jumps to get out of trouble and he is also capable of fading in and out of focus (like the ripple effect in Battle Squadron), so is incredibly difficult to pin down.

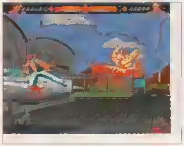
That's not all the characters' moves by a long shot, just the ones that Team 17 felt like telling me after a few pints in the local boozer, so expect many more in the finished game.





Is it just a coincidence that two of the characters are called Dan and Nik? We could be on for a special challenge match between our Editor and Tech Ed because of this when the game's released!





Ooh-er, this brings water to the eyes. Even a highly trained Russian gymnast of twenty years standing couldn't pull this one off without losing their sense of humour.

To be fair to the team, *Street Fighter 2* has not been that much of an inspiration for the game. Work started months before the SNES version of the coin-op appeared over here and neither have played the arcade machine much. Instead, Danny gives the nod to the Neo Geo's *Fatal Fury* game as providing the initial impetus. 'If you haven't played *Fatal Fury* on the Neo Geo, then you're missing a treat. There's certainly been nothing like it on the Amiga, that's for sure. It definitely beats *Street Fighter 2* hands down. It's so much faster and much more action orientated than the Capcom coin-op,' drools the London-based artist – well, he had had a couple of shandies, after all!

SPRITE FIGHT

In order to cram in as much as possible, the team have kept the number of on screen colours down to 16, although the frame rate is an impressive 25 per second and the sprites are much bigger than the Amiga version of *Street Fighter2*. The play area will also cover the entire screen, too, except for a small status bar at the very top.

There are plans to include a total of 11 characters in the game, ranging from Ken and Ryu-clones through to Japanese Ninjas, American Wrestlers and a Buddhist Monk. In tournament mode it'll be possible to choose any of these characters except the mystery eleventh character (see Terminator box out). Up to 8 players will be able to take part with rounds set at one, three, five or seven. In the normal arcade game, it will be possible to chose from one of the four main characters – Dan and Nick, a pair of kung-fu/karate experts, Lo-Ray the previously mentioned Buddhist Monk and Junior, a Thai boxer with a lethal body kick. From there, each round is set in a different global location (sound familiar, by any chance?) with each character pitted against the remaining fighters in turn.

Surprisingly there's no character vs character mode, which might disappoint *Street Fighter* aficionados but, as Martin Brown explained, 'It's all very well having such options, but at the end of the day it's playability that counts above everything else. If we were to have included a character vs character mode and other such gimmicks, then we would have had to have made space savings somewhere else and, ultimately, we may have had to slow the game down. As it stands, *BB* is much faster than any previous Amiga beat 'em up I've seen – guaranteed!'

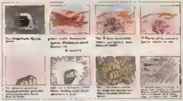
UNDER CONTROL

At the time of writing the control method hasn't been finalised. Obviously, with just one fire button on the majority of joysticks, the team have been fairly limited in what they can achieve. The power of punches, kicks and throws will be determined by the proximity of the characters to each other and the various special moves will be triggered by a combination of joystick movements, button presses and good ol' joystick waggling. Music for the game will be typically arcade/console orientated and there will also be more than 100k of sampled speech included. These will be sampled from various kung fu movies as well as various other sources, so every groan and moan will be as authentic sounding as they can be.

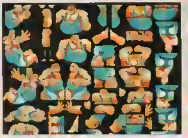
The game's scheduled for a late January/early February release and we'll have a full review soon. In the meantime, keep your eyes peeled for next month's coverdisk when we'll have an extra special playable demo of the game, so you can make your own mind up. Are we good to you, or what?!

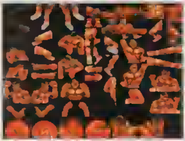
YOU HAVE BEEN TERMINATED

The eleventh and final fighter is, naturally, the toughest of the lot. And you're in for a treat if you get this far. I don't want to give too much away, but the character is a Terminator-style warrior who doesn't take kindly to being pushed about. At first he assumes a human guise but, once you've beaten him, his skin dissolves to reveal the robot fighter beneath and then all hell lets rip. Danny and Junior are also toying with the idea of including yet another fighter in the game, and this one might resemble an Alien-type warrior. Now that would be something!

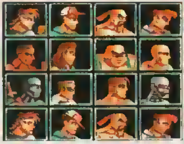


Here's one of the storyboard roughs the team used to present the game to prospective publishers.

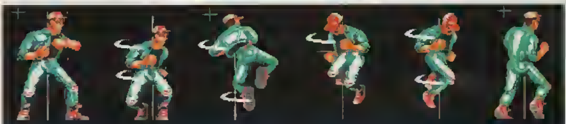




Okay, so you're not going to get as many frames of animation per character as you get in Street Fighter 2, but looking at these Sprite bank shots, do you think it's really going to matter



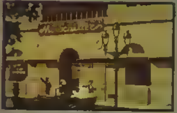
And here they are, the most motley collection of reprobates that ever graced an Amiga game



And here's Ken going through one of his spinning kick moves. Or is it Nik? Trouble is, when you're working off a black and white monitor at two in the morning, everything and everyone begins to resemble each other. Still, looks pretty good, no?!

HISTORYLINE

1914-1918



HISTORYLINE 1914-1918 is a strategy war game simulation set in the period of the first world war.

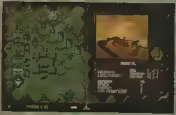
One or two players are able to take control of opposing forces. Choose to take the role of either the Allies or the German-Austro-Hungarian army. From your aerial view, witness the battle as you deploy and then the enemy counters.

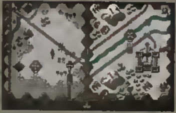
Changing seasons, varying quality of terrain, strategically held locations, and well planned attacks by outmanoeuvring your opponent are all critical considerations to be met in order to achieve victory.

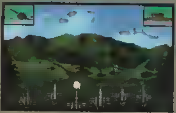
HISTORYLINE 1914-1918 contains a wealth of historical and technical information. This is not only illustrated beautifully on the screen during the course of the game, but is also available for your reference in the extensive and meticulously researched manual.

Making it easy to learn and to play, HISTORYLINE 1914-1918 is a must for everyone interested in an extremely high quality, massively challenging, addictive, and hugely accurate strategy war game simulation.

Hours of enjoyment - *Guaranteed*. You may even learn something!







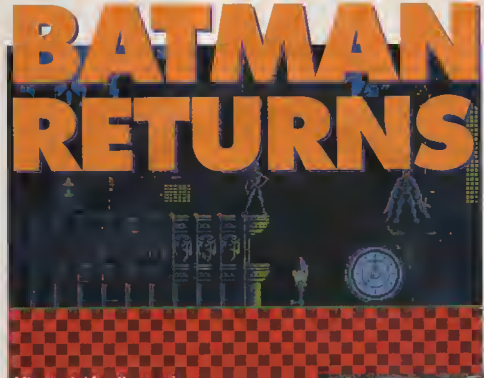
Screen shots show MS-DOS VGA version. MS-DOS version supports Adlib, Soundblaster, and VGA 256 colour mode graphics. Amiga version supports accelerator boards and 64 colour mode graphics.

Designed and developed by the same team who created Battle Isle.
For further information please telephone 0727-868005

Blue Byte

Blue Byte / Play Byte
Aktienstraße 62
4330 Mulheim-Ruhr
Germany

BATMAN RETURNS



Fred Grey, the guy in charge of the music and sound effects in *Batman Returns*, spent a couple of years away from the video games industry to work for the local waterboard. 'It did his head in, so he's back in music again,' explains programmer John Heep.

After watching the movie, chewing the bubblegum, reading the novel, ignoring the toy figures, wearing the T-shirt and buying the video, Rik Haynes eventually finds some time to play the game...

As Batman is always on screen, he has almost 200 frames of sprite animation but Catwoman isn't far off that figure. The Penguin is quite a small sprite but there's still a few frames of him, too

MERRY MERCHANDISING

Ker-blam! When you're looking out for merchandised goodies from a movie, there's simply nothing better than Batman. This dynamic duo of movies starring Michael Keaton as the Dark Knight, has made a whole mountain of money. Thing is, Konami's interpretation of *Batman Returns* has missed out on most of the hype.

The game was originally being developed by Rage Software, the team behind *Striker* and a string of Ocean games. Now Denton Designs is reclining in the hotseat after Rage had to give up the project due to other commitments. Was the takeover difficult? 'No, they're just down the road,' responds programmer John Heep. 'Some of the people at Rage Software have actually worked with us before.'

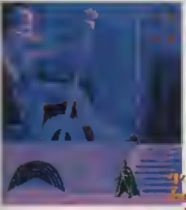
Formed in 1984, after the demise of Imagine, one of the first British software houses, Denton Designs is best known for *Shadowfire*, *Mutants* and *Frankie Goes to Hollywood* on the C64 (with *Batman Returns* also due for release on this veteran Commodore machine). More recently, Denton Designs has produced *World Class Rugby*, *Krusty's Super Funhouse* and *Wreckers* for Audiogenic and Acclaim.

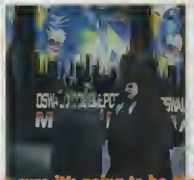
THE DIRECT APPROACH

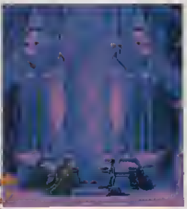
Heep confirms the latest project is loosely based around certain scenes from Batman Returns but he believes the game will stand up in its own right. The team is trying to recreate the dark mood of the film while transforming Batman Returns into a fast beat 'em up. It's a sort of *Street Fighter 2* with groovy Batarangs, Gothic architecture and, of course, the completely dreamy Catwoman.

'I quite enjoyed the movie,' says Heep. 'It's a fun action movie that lends itself well to a computer game. A fortune was spent on the special effects but the plot wasn't too hot.'

Pulling a typical game-of-the-movie stroke, Rage Software wanted to incorporate a few 'puzzle sections' similar to the ones from *Robocop* and *Terminator 2*. For instance, players had to reconnect the wires of the Batmobile before they squashed a helpless







'I'm sure it's going to be more [illegible] than the Ocean game.'

John Heap, programmer of Batman Returns

old lady. Thankfully, these frivolous trimmings have been removed to improve the flow and immediacy of the game. Heap adds: 'We thought they would slow the action down. Emphasis will be placed on the number and ferocity of adversaries.'

Unlike the first Batman game from Ocean, there's no chance to drive the sleek Batmobile. Instead, players take control of the Caped Crusader and dispatch a barrage of baddies before the final confrontation with The Penguin and his pesky pals.

BAT-TASTIC

Batman just wouldn't be Batman without a few neat gadgets stuck up his utility belt. In the game, he can call on the help of Batarangs (a kind of smart weapon that moves about the screen hitting Batman's opponents), Batdisks (hard metal frisbees that can be thrown horizontally or diagonally upwards and modified inflight by some aftertouch) and Body Armour (makes Batman immune to attack for a limited amount of time). He also collects Bonus Bats for extra lives, strength power ups and bonus score tokens. Sadly, there's simply no sign of any shark-repellent Batspray. [That's the wrong Batman, stupid! – Ed.]

Anyway, things are shaping up fine and if the scrolling demo that I've seen is anything to go by, this could be one of the hot games for '93. Time and programming will tell. It's due for release in the Spring and CU Amiga will, of course, bring you a full review as soon as possible.

RIGHT SAID ALFRED

Prepare yourself for a dreadful disappointment! Alfred, Batman's faithful butler, won't be in the game. There's no sign of Robin, either. Perhaps they'll appear with The Riddler in, erm, Batman Rides Again?

HOLY LEVELS, BATMAN!

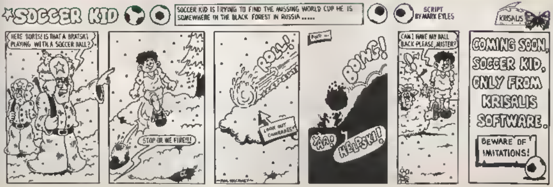
STAGE 1 · In full festive spirit, the voluptuous Ice Princess tries to light the Christmas tree in Gotham Plaza. Holy gatecrashers! The Red Triangle gang arrives to spoil the party. Batman must battle this hideous horde of circus criminals before rescuing Selina Kyle from the clutches of an evil clown. Once he's grabbed the grappling gun, Batman brings the curtain down on this foul felon.

STAGE 2 · There's broken windows, graffiti and the ominous fiery skyline. The Penguin is floating around on his helium-filled umbrella dropping bombs on Batman. Gotham's guardian must also avoid machete traps, exploding cash dispensers and Penguin's pet poodle. As Batman is hit, his strength is reduced. Luckily, power-up tokens are available to replenish his crime fighting capability.

STAGE 3 · The Bat confronts The Cat on the rooftops of Gotham City. Watch out for the gargoyles, pillars and Batsignal in the sky above. The combat style will be very fluid and acrobatic, confirms Denton Designs. A platform level involving a lot of leaping and somersaulting from ledge to ledge. Batman fights off Catwoman but she always lands catlike on her feet on another ledge till she falls into a sandtruck.

STAGE 4 · Believing him to have kidnapped the Ice Princess, the police shoot at Batman as he dodges steam vents and flame-belching chimneys. The Dark Knight also encounters vampire bats, thug acrobats, The Penguin and Catwoman. If Batman has collected the Batwings token he will safely glide down to the ground.

STAGE 5 · Up against killer robot penguins armed with destructive missiles, Batman enters the Arctic World of The Penguin's lair. He can use ledges, vertical drops, old rusting ladders, trampolines, springboards and trapezes to avoid the toxic water below. That feathered fink appears on his enormous yellow duck and attempts to beat Batman.



SOCCER KID
SOCCER KID IS TRYING TO FIND THE MISSING WORLD CUP HE IS SOMEWHERE IN THE BLACK FOREST IN RUSSIA .....
SCRIPT BY MARK EYLES
KRISALIS
HERE BORIS! IS THAT A BRATSKI PLAYING WITH A SOCCER BALL?
STOP OR WE FIRE!!!
ROLL!
LOOK OUT COMRADES!
BOING!
YAA!
HELPSKI!
CAN I HAVE MY BALL BACK PLEASE, MISTER?
COMING SOON, SOCCER KID, ONLY FROM KRISALIS SOFTWARE.
BEWARE OF IMITATIONS!

HARWOODS DECADE OF ASSOCIATION WITH COMMODORE
10 YEARS
From VIC 20 to AMIGA CDTV

the latest AMIGA technolog

SEE PAGE 4 FOR FULL DETAILS

acknowledged experts

STOP PRESS
AMIGA A500+ PACKS
AVAILABLE IN LIMITED
QUANTITIES
Phone us for details

AMIGA FLOPPY 600
DISK DRIVE VERSION

Available as either

Pack with Deluxe Paint III
and a MYSTERY game

But only whilst stocks last
at just **£279.95** INC VAT

OR AMIGA FLOPPY 600
DISK DRIVE VERSION

WITH A NEW
WICKED SOFTWARE PACK

PUSHOVER
·SILLY PUTTY·
MICROPROSE GRAND PRIX
·DELUXE PAINT III·

at only **£319.95** INC VAT

AMIGA 20Mb HARD 600
HARD DRIVE VERSION

WITH A NEW
EPIC SOFTWARE PACK

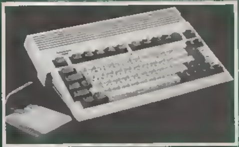
EPIC ·MYTH· ROME
·DELUXE PAINT III·
TRIVIAL PURSUIT
TRIPLE LANGUAGE VERSION (French, German, English)
MULTI LANGUAGE
·DICTIONARY·
AMIGATEXT WORD
PROCESSOR

If you want a DIFFERENT SIZE hard drive simply ask for the price!

at only **£459.95** INC VAT

COMPARE OUR TOTAL PRICES
WHAT DO WE MEAN BY THIS?

We'll never try to disguise the total you'll pay by advertising low hardware prices and then when you call, try to add essentials such as cables delivery and a proper after sales service. all at EXTRA COST! When deciding where to buy, compare our service, check out what the "Extras" really add to those attractive looking prices elsewhere. You'll soon see the REAL COST!



···Harwoods···
EXCLUSIVE!

POWERPLAY
THE PLUS GOLD
SPECIAL EDITION
21 GAMES & WORD-PRO PACK

ADD our great POWERPLAY PACK to your order for only... **£49.95**

you get A Superb High Quality Microswitched Competition Pro 5000 Joystick • 10 Essential 3.5 Blank Disks • Disk Storage Box • Tailored A600 Dust Cover and a High Quality Mat to enhance accuracy & protect your mouse
PLUS THE NEW MEGA-RELEASE GAME. ..ZOOL!
and a FANTASTIC selection of TWENTY more great games
THESE TITLES ARE NOT PD BUT FULL PROFESSIONALGAMES WHICH ORIGINALLY SOLD FOR PRICES OF BETWEEN £20 TO £30!!!
Xenon 2 Megablast • Pinball Dreams • TV Sports Football • Hostages • Jumping Jackson • Striker • Bubble Plus • TinTin on the Moon • Bloodwych • Stir Crazy • Krypton Egg • Skychase • Eliminator • Purple Saturn Day • Safari Guns • Lombard RAC Rally • Captain Blood • Strike Force Harrier • Lancaster • Sky Fox II
AND.. Transwrite - Word Processor for the Amiga
With ALL THIS you won't need to buy anything more for ages!

why not buy your Amiga A600 with a FULL 2Mb. for just £39.95 extra

AMIGA 1200
32 BIT-2Mb
68020 PROCESSOR

The latest AMIGA.
THE FIRST NEW AMIGA FOR 5 YEARS
AVAILABLE NOW!

TRUE 32 BIT POWER FOR EXCELLENT GRAPHICS.

The new A1200 is the Amiga of the 90's and the first *true* advancement to the already powerful Amiga range

Operating at 14MHz this is a revolution in power for the home market. With the new AGA Graphics chip set you have a truly remarkable colour palette of some16.8 million colours allowing up to 256000 colours at any one time and... it runs the majority of existing software! JUST THINK OF THE IMMENSE POSSIBILITIES!

The A1200 is supplied with 2Mb RAM and has a full one years on site maintenance warranty FREE!

Available at Harwoods with an optional hard disk drive of 80Mb!

Floppy Drive Version ONLY...
£379.95 inc VAT

OR

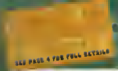
80Mb Hard Drive Drive Version ONLY...
£679.95 inc VAT

If you need a DIFFERENT CAPACITY Hard Drive simply call for our LATEST prices! Choose from 20/40/80Mb Sizes!

0773 836781

*Finance Facilities Available, please contact us for your personal information pack.

og from the


SEE PAGE 4 FOR FULL DETAILS

AMIGA 1500 3Mb

TWIN FLOPPY DRIVES

THE LATEST workbench VERSION 2 OPERATING system

But more than an ordinary 1500

THE SPECIFICATION:

Fitted with a 120Mb. GVP Hard Drive

Twin 3.5" Floppies

3Mb RAM INSTALLED

PLUS SOME GREAT SOFTWARE...

·Toki· ·Elf· ·Puzznic·

·Home Accounts·

·Deluxe Paint III·

·The Works·

and the book

GET THE MOST OUT OF YOUR AMIGA 1992

£999.95 INC VAT

Phone for prices on other spec A1500's

If you want the POWER, then look no further...

Harwoods have put together some great top of the range Amigas that will fit the bill for even the most demanding Amiga user. We've taken the powerful A1500 and tuned it into something extra special with a massive 120Mb. Hard Drive and 3Mb. of RAM, but if that's not powerful enough just look at the spec. of our Amiga A3000 & A4000 packs... and note the price.

WE'VE GOT THE POWER!

15"Monitor/Television

philips display

4watts MEGA SOUND

Superb definition Philips Monitor TV!
Ideal for Amiga/CDTV Users giving for the first time true 80 column text Monitor Quality from a fully featured Teletext television set at a really AFFORDABLE price!
Just look at the extensive fetures...

- ☆ 2000 Character High Definition FST Tube for Superb Text Quality & Graphics Displays
- ☆ Direct SCART connector for Amiga/CDTV/VCR or Satellite
- ☆ RGB/AD, Composite Video and direct Audio Input sockets
- ☆ Full FastText Teletext Facilities (using external aerial socket)
- ☆ Headphone Jack Socket ☆ Infra-Red Remote Controller
- ☆ Supplied complete with integral Loop Aerial for indoor use
- ☆ Free SCART cable for direct audio and RGB connections

philips PRO 2000 GREAT VALUE only... **£239.95** inc vat

Includes a FREE cable to your AMIGA

philips monitors

CM8833/II

14" stereo COLOUR with a FREE cable & and dust cover + In-Home Service

LOTUS TURBO challenge 2

NOW with a FREE game: **£219.95**

philips monitors

GOLD monitor TV's DISCOUNT

Add a CM 8833/II monitor or Monitor/TV when buying your Amiga and pay the low PHILIPS GOLD DISCOUNT prices to save even more! (*only when purchased with an Amiga*)

CM8833/II **£214.95***

MONITOR/TV **£229.95***

AMIGA 3000 2Mb

Latest Workbench 2
25MHz - 2Mb. RAM
52Mb Hard Drive
3.5" Floppy Drive
Including
FINAL COPY II
and AMIGA VISION

ONLY **£1349.95** 52 Mb

available with 105 Mb Hard Drive ONLY **£1529.95** 105 Mb

free on site maintenance

AMIGA 3000 MONITORS

CBM1935 28" dot pitch **£265.95**

CBM1960 Multiscan 28" dot pitch **£429.95**

AMIGA NEW 4000

Latest 25MHz 68040 CPU,
32 Bit architecture,
Built-in Maths Co-Processor,
2Mb Chip RAM, 4Mb Fast RAM,
Amiga DOS Version 3,
New AGA Graphics chip set,
40 or 120Mb Hard Drives.
Including FREE
FINAL COPY II
and 1 Years on site warranty

with 6Mb & 40 Mb Hard Drive ONLY **£2099.95** 40 Mb

with 6Mb & 120 Mb Hard Drive ONLY **£2129.95** 120 Mb

EXTRA RAM UPGRADES

AMIGAS

A500 1/2Mb £29.95 A500+ 1Mb £39.95

A600 1Mb £44 95

All RAM expansions inc Battery Backed Real Time Clock

SIMMS FOR GVP'S

HC8 & HD8 Drives add RAM in 2Mb incrementists

1Mb Simm £27.95 4Mb Simm £99 95

32 Bit SIMM for GVP Accelerators (min 2Mb increments)

1Mb x 32Bit £52.95 4Mb x 32Bit £152 95

AMIGA PACK THE CDTV

MULTIMEDIA AT HOME

THE NEW AMIGA CDTV MULTIMEDIA PACKAGE HAS THE LOT

CDTV Player, Keyboard, Infrared Mouse, 3.5" Disk Drive, Workbench Disks, Welcome CD, & Remote

ONLY **£479.95** INC VAT

ENTRY CDTV SYSTEM

MULTIMEDIA

CDTV player with Welcome Disk, Remote Controller, Hutchinsons Encyclopaedia & the great game Lemmings

£379.95

A570 cd ROM

DRIVE for A500+ use music cd's &CDTV titles on your A500 Plus Only... £329 95

ALL PRICES ARE INCLUSIVE OF VAT AT 17.5%

GORDON HARWOOD Computers

HARWOODS DECADE OF ASSOCIATION WITH COMMODORE • 10 YEARS From VIC 20 to AMIGA CDTV

FREE GOLD SERVICE SEE PAGE 4 FOR FULL DETAILS

the extensive range of peripherals and software

EXPAND your system... and get MORE from your AMIGA

If you've got an Amiga why not get THE MOST from it...

because it's so easy to attach our add-ons and use some great software, you can quickly get to grips with anything. From Graphic Design, Desk Top Publishing, Video Mixing and Music Composition to many useful business programs such as Word Processors, Accounts, Spreadsh[illegible] Databases etc. You can add advanced technology such as fast Hard Disk Drives for quick access to data, Genlocks & Video Digitisers to import and manipulate images, Sound Samplers to he[illegible] your musical talents and Printers to enable [illegible] your 'your creations'. With a whole lot [illegible] you too can.

EXPAND Y[illegible]MIGA - EASILY!

AMIGA PRINTERS

DOT MATRIX INKJETS AND LASERS

All our printers are supplied for immediate use including a cable, paper and labels FREE OF CHARGE. Dot matrix models come with a tailored dust cover. We also include our specific Amiga driver disks for Citizens, Stars and Canons

ALL Citizens have a 2Year Warranty

Please call for prices on any models not listed

9 PIN PRINTERS

9 PIN DOT MATRIX

STAR LC 20 MONO	£134.95
NEW STAR LC 100 COLOUR	£164.95
STAR LC 200 COLOUR	£194.95
CITIZEN 120D+ MONO	£124.95
CITIZEN SWIFT 9 COLOUR	£179.95

24 PIN PRINTERS

24 PIN DOT MATRIX

STAR	
LC 24/200 COLOUR	£269.95
XB 24/200 COLOUR	£369.95
CITIZEN	
SWIFT 200 MONO	£209.95
SWIFT 200 COLOUR	£239.95
SWIFT 240 MONO	£249.95
SWIFT 240 COLOUR	£269.95

HIGH RES PRINTERS

HIGH RESOLUTION

STAR SJ48 INKJET	£209.95
CANON BJ10ex INKJET	£224.95
CANON BJ20ex INKJET including automatic sheet feeder	£319.95
HP DESKJET 500 MONO	£369.95
HP DESKJET 550 COLOUR...NEW	£649.95
HP PAINTJET COLOUR	£679.95
STAR LASERS FROM..	£749.95

GENUINE PRINTER ACCESSORIES CONSUMABLES AND UPGRADES

PRINTER	PRINTER TYPE	BLACK RIBBON	BLACK RIBBON 'SIX PACK'	COLOUR RIBBON	COLOUR RIBBON 'SIX PACK'
CITIZEN 120D+	BLACK ONLY	£4.75	£22.95	N/A	N/A
CITIZEN 124	BLACK ONLY	£4.75	£22.95	N/A	N/A
CITIZEN SWIFT 9	BLACK/COLOUR	£4.75	£22.95	£16.45	£94.95
SWIFT 24/24E/224	BLACK/COLOUR	£4.75	£22.95	£16.45	£94.95
STAR LC10/20/100	BLACK/COLOUR	£4.46	£23.95	£5.95	£34.95
STAR LC200	BLACK/COLOUR	£5.96 [illegible]	£32.95 [illegible]	£12.45 [illegible]	£64.95 [illegible]
STAR LC24/200	BLACK/COLOUR	£6.95 Z24	£38.95 Z24	£12.96 [illegible]	£69.95 [illegible]
STAR 15 RANGE	BLACK/COLOUR	£8.95 Z24	£48.95 Z24	£14.95 [illegible]	£74.95 [illegible]
STAR SJ48 INK CARTRIDGE	BLACK ONLY	Also compatible with Apple Stylewriter and Canon BJ10ex Bubblejet			£16.95ea

Hewlett Packard Original Consumables

DESKJET 500...	
Black Ink Cartridge [Double Life]	£21.95
Colour Ink Cartridge [Std]	£25.95
PAINTJET...	
Black Ink Cartridge	£22.95
Colour Ink Cartridge	£24.95
Single Sheet Paper	£20.95
Z-Fold Paper	£18.95
Transparency Film* [Pack of 50 Sheets]	£32.95

Please phone for items not listed

Citizen Accessories:

80 Column 9/24 Pin Printer Colour Kit [ALL models except the Citizen 124 model]	£37.95
32K RAM Expansion [24Pin Citizens except 200/240]	£13.95
32K RAM Expansion [Citizen 200/240]	£19.95
128K RAM Expansion [Citizen 200/240]	£32.95

AUTOMATIC SHEET FEEDERS:
ALL Star & Citizen 80Column models
Only...£69.95
[please state model when ordering]

AMIGA 600 HARD DRIVES

20Mb.	Only.. £199.95
60Mb.	Only... £299.95
80Mb.	Only.. £349.95

Prices include courier collection & return of your Amiga, installation & a full 12month Gold Warranty for both your drive and Amiga

600HD Owners, trade up your 20Mb. Hard Drive! Phone for details

GVP HARD DISK DRIVES with 2yrs warranty

A500 and PLUS

Simply plug in to the Amiga sideport

HD8 Hard Drives

RAM	80Mb.	120Mb.
0Mb.	£369.95	£429.95
2Mb.	£419.95	£479.95
4Mb.	£469.95	£529.95
8Mb.	£569.95	£629.95

A530 Combined Hard Drive and 68030 Accelerator

RAM	80Mb.	120Mb.
1Mb.	£649.95	£719.95
2Mb.	£699.95	£779.95
4Mb.	£799.95	£879.95
8Mb.	£949.95	£1009.95

68882 Maths floating point unit for A530's £219

AMIGA internal 1500 2000 HARD DISK DRIVE

HC8 Hard Drives

RAM	80Mb.	120Mb.
0Mb.	£329.95	£399.95
2Mb.	£379.95	£449.95
4Mb.	£429.95	£499.95
8Mb.	£529.95	£599.95

NB!!! Hard drives fitted with memory may fluctuate in price due to the $/£ exchange rates. Please confirm prices when ordering

CUMANA 3.5" EXTERNAL floppy drive

with free disk head cleaner
LONG CONNECTING CABLE THROUGHPORT
£54.95

0773 836781

*Finance Facilities Available, please contact us for your personal information pack.

# of AMIGA

AMIGA software

Listed below is a sample from our vast range of software at competitive prices. If you need a product not listed simply phone us and we will be delighted to quote for your requirements

word processors publishing

Pen Pal V1.4	£40.95
Final Copy II V2.0	£59.95
Kindwords 3	£39.95
Wordworth V1.1	£199.95
Transwrite	£29.95
Prowrite 3.3	£79.95
Pagestream V2.2	£129.95
Professional Page V3.0	£129.95
Pagesetter II	£44.95
SoftClips Clip Art	
Classic Clip Art	£29.95
People Clip Art	£29.95
Collectors Clip Art	£29.95
Animal Clip Art	£29.95
Electric Thesaurus	£29.95

integrated titles

Mini Office	£39.95
Gold Disk Office	£59.95

databases

HomeBase	£19.95
Superbase 2 Personal	£29.95
Gallery Pictorial Slide Show/DB	£39.95

CAD & structured drawing

Intro CAD Plus	£79.95
X-CAD 3000	£209.95
Professional Draw 3	£99.95

video

Scala 500	£79.95
Scala Professional	£199.95
Broadcast Titler 2	£179.95
Pro Video Post	£199.95
Video Studio V3	£119.95

animation and graphics

Deluxe Paint 4	£64.95
Real 3D Professional Turbo	£249.95
Art Department Professional V2	£144.95
DCTV Composite Video 24-Bit Graphics System (PAL)	£379.95
Imagine 2.0	£199.95

utilities & development

Disk Master V2	£44.95
Quarterback V5	£44.99
Quarterback Tools	£54.95
Dos-2-Dos	£29.99
Easy Amos	£24.95
Amos The Creator	£36.95
Amos Compiler	£23.95
Amos 3D	£25.95
Amos Professional	£49.95
New SAS Lattice C V6	£219.95
Devpac 3	£54.95
Directory Opus	£27.95

miscellaneous

GB Route Plus	£39.95
Professional Calc	£124.95

games & entertainment

Phone for access to our massive competitively priced range now!

AMIGA + - x a b c software FOR EDUCATION

easy learning for all ages right up to GCS[illegible] standards

micro maths - to GCSE standards	£19.95
micro english - to GCSE standards	£19.95
micro french - to GCSE standards	£19.95
micro german - to GCSE standards	£19.95
primary maths - 3to12s	£19.95
mega maths - A level	£19.95
reading and writing course - over 3's	£19.95
compendium six	£29.95
fun school 4 software choose - under 5's, 5to7's or 7to11's, only	£19.95 each

ADI titles 11to12:

english	£19.95
maths	£19.95
french	£19.95

ADI titles 12to13:

english	£19.95
maths	£19.95
french	£19.95
first shapes - 3to5	£12.95
puzzle story book - 3to8	£19.95
dinosaur discovery kit - 3to8	£19.95
first letters and words - 3to8	£12.95
NEW. Childs Play Activity Centre & Word Processor with SPEECH, 2to12yrs	£24.95

AMIGA BOOKshop easy reading

Amiga for Beginners	£12.95
Getting the most from your Amiga	£13.95
Amiga Machine Language	£14.95
Amiga DOS inside and out	£21.95
Amiga Hardware reference manual	£21.95
Amiga C for beginners	£13.95
Other Books:	call us with your requirements

AMIGA accessories

sound & graphic DIGITISERS

Digiview Media Station	£134.95
Colour Pic Plus	£679.95
Super Pic	£579.95
Rombo Vidi 12	£89.95
Amas 2 Sound Sampler & Midi Interface inc Microphone	£79.95
Audio Engineer Plus Sound Sampler	£179.95
Technosound Turbo Sound Sampler	£29.95

MUSIC

Miracle keyboard music teaching system for the Amiga	£299.95
Music X full version 1.1	£24.95
Midi interface 5 port complete with cable	£24.95
Super JAM	£84.95
Bars & Pipes Professional	£219.95
ZYFI Stereo Speakers with a separate power supply	£39.95

SCANNERS

Power Mono Hand Held Scanner	£98.95
Power Colour Hand Held Scanner	£239.95
Sharp JX 100 Colour Flatbed [A6 Paper size]	£549.95

genlocking devices

ProGen - Perfect high quality entry level true video signal genlock	£64.95
Rocgen Plus	£119.95
Multi connection cable kit for all genlocks	£14.95

AMIGA MICE

Naksha Microswitched mouse with Mat & Holder	£21.95
THE SUPERB ALFA DATA RANGE...	
HQ Microswitched mouse	£13.95
HQ Microswitched mouse inc. Mouse Mat & Holder	£19.95
High Quality microswitched Optical mouse	£28.95
HQ Microswitched Trackball	£29.95
Automatic Mouse and Joystick Switcher	£17.95

IBM PC emulators

KCS Powerboard Plus 512K RAM *(Please state A500 or plus when ordering - not A600 compatible)* Now supports most hard drives!

supplied without DOS	£184.95
supplied with DOS 4.01	£214.95
1500/2000/3000 adaptor	£69.95
GVP 286 PC emulator card for A500 HD8/530 (no DOS) Simply plugs into your GVP drive	£189.95

monitor STANDS

Premier Control Centre & Monitor Plinth with shelf:

For Amiga A500	£39.95
For Amiga A600	£34.95

joysticks

Zipstick autofire	£11.95
Competition Pro-Star autofire, burstfire & slow motion	£13.95

Full range of Quickjoy and other makes stocked - call for prices

BLANK DISKS

10 Sony 3.5" DS DD	£8.95
50 Sony 3.5" DS DD	£34.95
Certified Bulk Disks with labels:	
10 with library case	£6.95
50 Disks - only..	£24.95
250 Disks - only..	£89.95
3.5" Disk Head Cleaner essential for reliable loading	£2.95

ALL PRICES ARE INCLUSIVE OF VAT AT 17.5%

COMPARE OUR [illegible] SERVICE

[illegible] to purchase, please phone us. We are always happy to discuss your requirements and answer any queries you may have. And... remember Harwoods have always provided THE BEST service in the industry...

[illegible]VICE: Any computer, monitor or printer th[illegible] service in the first year is collected FREE OF CHARGE (i[illegible] (and only). Remember at Harwoods we charge no more for th[illegible] service. The fastest turnaround possible is GUARANTEED by o[illegible] SERVICE ENGINEERS. Many items have In-Home Warranties.

TECHNICAL SUPPORT: You will be given our Exclusive Technic[illegible] Support Phone Number to call should you require any help or advi[illegible] on any aspect of the system you have purchased.

MINIMUM 12 MONTH HARDWARE WARRANTY. Items provi[illegible] faulty within 30 days of purchase are replaced with NEW UNI[illegible] unless otherwise stated. For the guarantee period, warranty servi[illegible] will be completely FREE OF CHARGE (some items are 2 yr warrant[illegible]

YOUR SYSTEM READY TO GO: All main hardware products are[illegible] with mains plugs and leads just connect up and use straight away

How to contact us...

BY PHONE: Phone our Order Hotline with your Acces[illegible] Visa, Mastercard, Switch or Lombard Creditcharge Ca[illegible] quoting number & expiry date (Most Dixons, Curry[illegible] NASCO and other 'store' cards are Lombard Creditcharg[illegible] and are happily accepted by us).

BY POST: Make cheques, bankers building society drafts [illegible] postal orders payable to GORDON HARWOO[illegible] COMPUTERS. (Personal/business cheques take 7days [illegible] clear from day of receipt whereupon your order will [illegible] despatched). Please send Name, Address, and m[illegible] importantly if possible, a Daytime Telephone Number alon[illegible] with your order requirements. Please check you a[illegible] ordering from our latest advertisement before post[illegible] (phone if you require confirmation). [illegible] for example many September [illegible] August, etc., therefore [illegible] you see may have chang[illegible] (either up or down)).

EXPORT: Most [illegible] TAX FREE PRICE[illegible] non UK residents and [illegible] Please co[illegible] for confirmation [illegible] ordering.

FREE DELIVERY: [illegible] UK Mainland [illegible] SPEEDY NEXT WORKING DAY COURIER SERVICE. A[illegible] just £5.95 per major item for guaranteed delivery (or £1[illegible] for Saturday delivery. UK Mainland [illegible] (Despatch normally on [illegible])

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRA[illegible] VAT and postage are included, and prices are correct at time of going to press [illegible] Offers and Services are subject to availability and to being [illegible] prices. Please note goods are not [illegible]

VISIT OUR SPACIOUS SHOWROOM

Why not take a trip to our [illegible] and see our [illegible] advertised range and more, available at the SAME COMPETITIVE PRICES. (Please see opening times) There's plenty of FREE parking nearby too!

How to find us...

A61 Chesterfield and Sheffield
M1
A615
A38
M1 Jcn 28

BY RAIL: ALFRETON MAINLINE STATION IS CONVENIENTLY RIGHT IN OUR TOWN

OPENING TIMES
9.00 until 5.00 Monday to Saturday
Wednesdays - 9.00 until 1.00

GORDON HARWOOD Computers

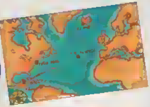
Enquiries [illegible]

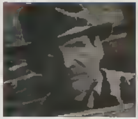
0773 836781

GORDON HARWOOD COMPUTERS
DEPARTMENT [illegible]/H4, NEW STREET,
ALFRETON, DERBYSHIRE. DE5 7BP
TEL: 0773 836781 FAX: 0773 831040

The Closer [illegible] look The Better [illegible]

INDIANA JONES



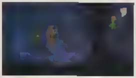


& THE FATE OF ATLANTIS

CU AMIGA SCREENSTAR

On hearing the latest Indiana Jones movie had just been released on the computer screen, Tony Gill grabbed a box of popcorn and set off in search of the man in the battered fedora.

Pop up to the attic for a look around. Indy may find something useful up there.



The college basement looks like the place to find useful objects, and it's also got a slippery chute leading to the floor above. Getting down the chute is easy. The trick is to get up again!

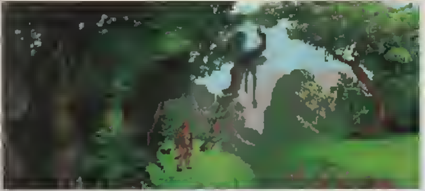
GLOBE SPANNING

It's just possible that Harrison Ford has blown the opportunity to star in the greatest Indiana Jones movie that has never been made. Lucasfilms has taken the now familiar ingredients of the Indy sagas and woven them into a top-notch adventure game which spans the globe. Nazi agents are hot on the trail of an extraordinary substance called Orichalcum, which could help Hitler's scientists create a Super Bomb and thus decide the outcome of the war. The clues point to the lost city of Atlantis and the only thing that stands between them and world domination is our laconic hero.

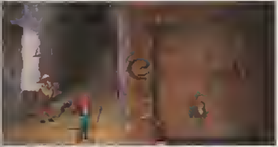
It's that old Greek philosopher Plato that we have to blame for the whole business. His tales of a mighty civilisation which used Orichalcum to power huge machines, and even fuel flying craft, have sent Nazi spies sniffing around ancient burial tombs in search of Plato's missing filofax. The bad guys are convinced that Plato was not just a crazy Greek Kebab seller with an interest in fairy stories, he really did have the goods on an ancient power source and its location is hidden in his old papers. But where is Plato's old manuscript now? Could the writings pin-point the spot where Atlantis stood and perhaps lead to a hoard of the vital Orichalcum? It seems that despite all the splendour and power which the ancients possessed, they were unable to save their city when the sea rose up and drowned its inhabitants. However, Indy suspects that although Plato was a dab hand at essay writing, his mathematics left a lot to be desired and in fact the calculations that placed the city in the middle of the Atlantic were wrong. If Indy's theory is correct the submerged city is in the warm waters of the Mediterranean where anyone who isn't afraid of hitching a ride in a German U Boat could prove the point.

But we are getting ahead of ourselves. Before we can go skinny-dipping in the Med we have to visit Iceland, The Azores, South America, France and the Sahara

Somewhere in this Arab shop there is sure to be something that's worth taking home as a souvenir, but what is it? He's got everything from a genuine piece of the real Cross to the latest Zippo lighter, so there must be a bargain that's worth haggling over



Getting from one side of a jungle crevasse to the other might seem to have an obvious answer, but look again. That large green vine wrapped around the tree trunk is breathing! If there is one thing that Indy can't stand it's snakes, so think again



The ancient Aztecs were as sneaky as the Egyptians when it came to hiding secret doorways in the burial pyramids. You just know there has got to be a way through this rock wall but the solution will take a bit of thinking about.

Desert. I trust you have been saving your Air Miles tokens?

The Fate of Atlantis has all the ingredients for the makings of a mega adventure film which would top everything we have seen so far. We may never see the movie but by combining the exciting storyline with an easy to use control system, we do have a great game. As well as exercising your trusty bullwhip, you will be called upon to steer a camel, drive a jeep, pilot a submarine and fly an air balloon. (You certainly get your money's worth when Indy is in the driving seat.) Don't worry if you are not a fan of nimble fingered action, for these excursions into arcade action are fairly simple and won't cause too much pain.

PICK YOUR FATE

Do you hate arcade action mixed in with your adventure, or does the addition of a punch up add spice to your feast? Are you searching for a single minded challenge, or would you welcome a partner who can offer useful suggestions when things get tricky? Whatever your decision is, this package is just right for you because it has all options in the one game.

After battling your way through the initial stages you will come to the point where you may decide how you wish to play the remainder of the game. You may decide to take the Fists path, which enables you to let your brawn rather than your brain take the strain. With this option you needn't waste time wondering which cunning option will get you out of a tricky situation, you simply opt to 'bop' anyone who gets in your way. In this case Indy will deliver uppercuts and haymakers at your command, and providing your sense of timing is right you can beat a path to success.

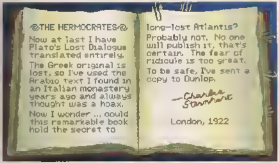
Alternatively, you can choose the Team path which lets the lovely Sophia tag along and lend her womanly wiles and helpful suggestions when things get tough. (That girl could charm the pants of Himler!) In this case awkward customers tend to be more helpful than they ordinarily would be. In addition, when every way you turn seems to lead to a dead end, and you've even forgotten what you were looking for in the first place, your beautiful assistant can sometimes come up with an idea which will put you back on the right track.

Finally, for those amongst you who enjoy doing things the hard way the game offers the Wits path. In this case you are on your own and the game will 'take no prisoners'! Steely determination and the will to succeed are needed here but no doubt you're

NEVER MIND THE CONTENTS, LOOK AT THE BOX!

It is possible for a software company to buy a big movie license and produce an 'Empty Box' game which will make big money. An Empty Box game is one which the public will buy, and not even care if there is little or nothing inside it. Remember the Teenage Mutant Turtles game? The reviewers panned it and said it was rubbish, but it still made the number one spot in the polls and the kids fought to get their hands on a copy. Software houses know that if they produce a game with Bart Simpson or Batman on the cover they have a licence to print money. There seems to be a never ending queue of punters who will spend their cash on anything connected with their personal passion. (I believe there is a fortune waiting to be picked up by the team who get the rights to produce a Star Trek Pot Noodle!)

Knowing that you can fool 'some of the public, all of the time', it is all the more credit to Lucasfilm that it has gone to such extra-ordinary lengths to produce a game which is worthy of the Indiana name. Why does it bother to do it? It's simply because it is smart. It knows that sooner or later you will start linking the name Lucasfilm with quality and you will choose the box with that name on it – rather than the box with the picture of the latest comic hero which doesn't make any noise when you rattle it!



THE HERMOCRATES

Now at last I have Plato's Lost Dialogue translated entirely.

The Greek original is lost, so I've used the Arabic text I found in an Italian monastery years ago and always thought was a hoax.

Now I wonder ... could this remarkable book hold the secret to

long-lost Atlantis?

Probably not. No one will publish it, that's certain. The fear of ridicule is too great.

To be safe, I've sent a copy to Dunlop.

—Charles Sternhart

London, 1922

The Greek philosopher Plato wrote many strange tales in his secret notebook. He did this to record for posterity the secret location of Atlantis – and to give modern schoolboys a headache trying to translate it.

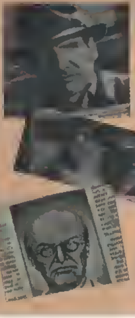
STONED IN ATLANTIS

It seems that the ancient Atlanteans had a 'thing' about creating secret doors which could only be opened with the aid of circular stones rotated like a combination lock on a safe. You will spend a good deal of your time finding these hidden wheels and re-assembling the mechanisms. Plato's lost Dialogue contains the clues you'll need to find the combinations, but it still can be a puzzle

PLEASE PRESS THE ENTER KEY
TO BEGIN THE GAME

INDIANA -THE MOVIE

Three Indiana Jones adventures have made it to the big screen – Raiders of the Lost Ark, The Temple of Doom and The Last Crusade. The first film came about because the director Steven Spielberg had just made a financial turkey called 1941, which had flopped, and he wasn't sure what to do next. At this point his old friend George Lucas (who had created the Star Wars movie) approached him with a script he had written called Raiders of the Lost Ark. The film was made for 20 million dollars and went on to make 200 million dollars at the box office. Because of this success, Spielberg regained his confidence and decided to make a film he had dreamt about making for many years. The film was about a small alien who came to earth and was befriended by a boy. The rest, as they say, is history.



THE CAST

INDIANA JONES

College Lecturer on Ancient Civilisations and Exotic Antiquities. Expert with bullwhip, bare knuckles and the lightning one-liner. Brave, patriotic, but a sucker for a pretty face.

SOPHIA HAPGOOD

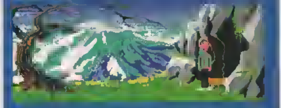
is a pretty face! Sophia is also an archeologist who has gone commercial. Having assisted Indy on archeological digs in the past, she now gives lectures on Atlantis to the general public, which she spices up by claiming she gets personal messages from a ghostly spirit guide. She owns a rare Atlantean necklace which she 'borrowed' from an ancient tomb. On occasions she can create wondrous effects with her necklace by placing a rare bead of Orichalcum into it.

DR. HANS UBERMANN

Chief Scientist in Hitler's Reich. Warped, evil genius who has big plans for the Orichalcum. While the German Army hopes to use the power to fuel their tanks, Ubermann has wilder dreams of building the ultimate Atomic bomb.

ADVENTURES ARE TOPS

There was a time when software houses couldn't give away adventure games, but times they are a-changing. There is big money to be made out of high quality graphic adventures and most publishers are keen to have a stake in the business. The Sierra Company ruled the rating for a few years with their highly successful *Quest* and *Leisure Suit Larry* series', but their popularity waned with Amiga owners as their games became targeted more at the growing PC market. The number one publisher in this field is now undoubtedly Lucasfilm who has a long list of prize-winning games to its credit: *Maniac Mansion*, *Indiana Jones and the Last Crusade*, *Zak McKracken*, *Monkey Island I* and *II* and *Loom*. All of these have been greeted with praise and plaudits from gameplayers. French and British software houses have also had success with their efforts. Delphine is the French software house who produced *Future Wars*, *Operation Stealth* and *Cruise for a Corpse* and saw each of them hit the top ten in Britain. Britain's own Horrorsoft Ltd. brought creepy terror with its distinctive offerings of *Personal Nightmare* and the *Elvira* games, plus its soon to be released *Waxworks*. Other British offerings include Core Design's *Curse of Enchantia*, and *Lure of the Temptress* from Revolution. The very latest contender who has thrown its considerable talent into the ring is Westwood Associates – the team which created the *Eye of the Beholder* games. Publishing through Virgin Games, Westwoods has released *Legend of Kyrandia* as the first of a series of graphical adventures and it has been receiving rave reviews from most magazines.



Zak McKracken is an early Lucasfilm [illegible] of a [illegible] from a sleazy newspaper trying to stop [illegible] -ending signals down the telephone lines. [illegible] move your control between Zak and his [illegible] allows you to [illegible]

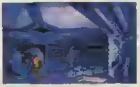
made of the right stuff.

Unlike other games which claim to have multiple gameplay built in, these options are truly different. Although the paths criss-cross each other at key stages, there are many occasions where you have completely different puzzles to solve. For this reason you really can play the game more than once and get a second helping of fun.

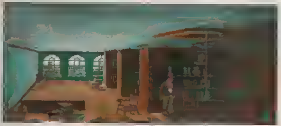
THE PLOT THICKENS

The game closely follows a storyline which could be lifted word for word from an Indiana Jones film. Opening in Indy's University, we find our hero searching for a small statuette amidst the old collections of artifacts stored in the attics. With this retrieved, we return to his office to display our find to the University Head and his visitor. No sooner does our mysterious visitor get his hands on the item then he reveals himself as a Nazi spy and makes off with his find. Realising that there is dirty work afoot, Indiana decides to make contact with an old friend, Sophie Hapwood, in New York, who he suspects knows more about this business that she has admitted. Sophia convinces Indy that there just may be some truth in the old legend of Atlantis and the secret power source held within the weird mineral, Orichalcum. The couple decide that the best course of action is to search for the Lost Dialogue of Plato, which legend has it pin points the location of Atlantis. Finding the book means a flight to Greenland and then to an Aztec Temple in South America. Following the clues, the couple eventually arrive back at Indy's University where, as luck would have it, the book is in fact another item which has been stored along with all the junk from previous expeditions. The trail begins to heat up as Indy and Sophia head for the South of France where a French expert gives more information which sets them winging towards North Africa and a perilous trip across the desert in a hot air balloon. With their inventory of strange items growing ever larger, the next step is to find a lonely island in the centre of the Mediterranean where a secret entrance leads to a long forgotten series of caves containing old statues and a wondrous model of the lost city. At this point the Nazis begin to close in and Sophia is dragged away to a German submarine, which is preparing to dive to the very spot where Atlantis has submerged. Smuggling himself aboard, Indy hitches a lift to the bottom of the sea and into a world where wonders beyond imagination are to be found. Huge Atlantean machinery must be operated to control forces which still could destroy the world. Underwater

It's dark in the loft and there are so many strange objects to identify. Somewhere around here is an object of value, but how are you going to find it amongst all this junk?



A totem pole makes an ideal ladder when you need to get into the loft. The trick is to find out what you need to manoeuvre the unwieldy block of wood into the right position.



After spending so long searching for books in the library of his first adventure, you would think Indiana would have had his fill of literature, but here he is again searching for a best seller.

volcanos spout rivers of fire, which threaten hero and villain alike. Can Indy save himself, the girl and the world? You had better believe it!

All of these considerable options and splendiferous' graphics do have a 'downside'. For a start, the game fills up 11 disks. If you are an old campaigner of the Lucasfilms games who has already won their spurs in the *Monkey Island* epics, then you'll know what you are letting yourself in for. When contemplating playing games such as these, a hard disk becomes a necessity rather than a luxury. It can be played from floppy, but things can get a little wearisome. A second important factor is that the game is pushing at the limits of the Amiga's graphic-handling capabilities, and there are a few occasions where the strain becomes very obvious.

INDY'S IQ TEST

As well as making life more interesting by providing multiple paths through the game, the writers decided to let you solve some puzzles with more than one solution. There are also some amusing features which have been added just for fun. You may overcome a puzzle using the obvious solution, or can stumble on a tricky alternative. The game awards you extra points for every nook and cranny you manage to shine the light of reasoning into, and these points are added together to give you an IQ rating. It is possible to bulldoze through the game and complete it, with all the finesse of a drunken elephant, or you can spend time experimenting with every situation until you pick up all the possible points which have been cleverly concealed there. Needless to say that if you choose to follow the path of the Fist, you'll not be giving the Indy Quotient software much work to do in keeping the score!

CONTROLS

Normally you will control Indy's movements and actions by means of the mouse pointer, but you can use cursor and keyboard controls if you wish. No typing is required to create a command line, you need only select the actions from the list of options below the main screen. If you point to an object in the main screen the game intelligently illuminates the likely command you'll want to use from the list of options available. Clicking the right mouse button instantly uses that option without you having to move the pointer off the main screen to select it. (That's what we call Ergonomics my dear Watson!)

CONCLUSION

Without doubt this is a brilliant graphic adventure. The setting of the difficulty level for the puzzles is just right for the person who likes the idea of playing an exciting adventure, but who doesn't want to be hassled by obscure puzzles. This is a huge game which sprawls over endless locations, all of which are beautifully illustrated. The designers have tried to cram in everything you could want in a game and in so doing have given the standard Amiga a huge task to cope with. If you can forgive the occasional lack of sparkling response from your computer as it struggles with the large animation sequences, then you'll be rewarded with a game that will keep a smile on your face for weeks.

buyers guide

release date	Out Now
genre	Adventure
team	Lucas Films
controls	M/K/J
numbers of disks	11
number of players	One
hard disk installable	Yes
memory	1Mb

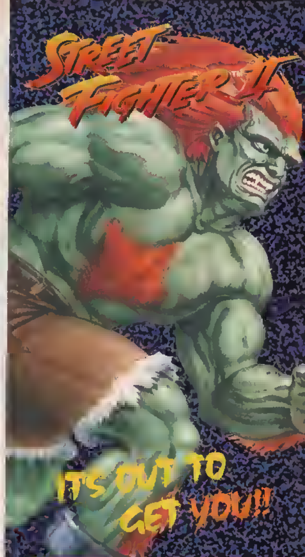
LUCASFILM £34.99

" A huge game that sprawls over 100s of locations. "

GRAPHICS	95%
SOUND	90%
LASTABILITY	85%
PLAYABILITY	90%

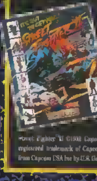
OVERALL 90%

When you feel you really need to get away from all the noise and bustle of the town, all you need do is take a walk to the reef and find the balloon man. If you've got a ticket you can take a test flight and try out your ballooning skills.



The time has come for you to flex those biceps and stand strong against the onslaught from the competition. See if you have got what it takes to become the ultimate World Warrior.

Ask your dealer when!



CAPCOM USA

U.S. GOLD

Available on: Spectrum cassette, C64, Amstrad CPC cassette & disk, Atari ST, Amiga and PC Compatibles.

Street Fighter™II ©1992 Capcom USA Inc. All rights reserved. Street Fighter™II is a registered trademark of Capcom USA Inc. Manufactured and distributed under license from Capcom USA Inc by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham, B6 7AX.

EDUCATION WAS NEVER THIS MUCH FUN

Noddy's Playtime is a graded creativity and entertainment package for home computers based on solid educational principles for 3-7 year olds.

Drive with Noddy in his car and explore the magic of Toytown, visiting the 8 special learning locations.

- Railway Station - memory game
- N&B Works - observation game
- Chimney House - musical fun
- Noahs Ark - jigsaw puzzle
- Farm Yard - animal matching
- Market Place - letter recognition
- Post Office - counting
- Police Station - maze game

Also included is a junior Art Package which develops your childs creative ability.

- Picture Colouring.
- Electronic 'fuzzy felts'.
- Freehand drawing with pens and spraycans.
- 50 pre defined fill patterns.
- One finger on, one finger off mouse control for tiny hands

Noddy's Playtime features user friendly icons so that even the youngest family member can learn and have fun.

There is a choice of 3 carefully defined learning levels designed in consultation with teachers. Noddy's Playtime also includes FREE: Toytown map, keyboard overlay and wobbler. A comprehensive manual and parent teacher guide will enable you to bring your childs imagination to life.

Amiga Format
Amiga A500 and above

Available from the end of November at major stockists.

IBM PC screen shots

NODDY'S PLAYTIME

THE JUMPING BEAN CO.

Leen Gate Lenton Nottingham NG7 2LX
Tel 0602 792838 Fax 0602 780963

Original Text and Images © Darrell Waters Ltd 1949/68. Text and Images of BBC Television Series © BBC Enterprises Ltd 1992. Licensed by BBC Enterprises Ltd.
NODDY is a trademark of Darrell Waters Ltd and is used under Licence
ENID BLYTON (signature logotype) is a trademark of Darrell Waters Ltd and is used under licence.

tearaway THOMAS

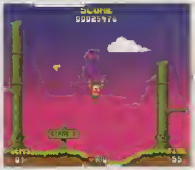
Faster than a speeding pensioner, able to leap tall curbs in a single stride, Dan Slingsby dons his red lurex catsuit to review one of the fastest platform games ever to appear on the Amiga.

MONKEY BUSINESS

Easily carrying off the award for worst title of the year is this new offering from newly-formed Global Software. *Tearaway Thomas* is being touted as the fastest-moving game on the Amiga and a potential *Sonic* beater, but you'd never guess from the title – it sounds more like a children's bed time story than a state-of-the-art home computer game. Whoever came up with such an appauling name should be taken out and shot, as they obviously have no idea how to market a game at all. This is further evidenced by the gaudy and tastless packaging the game comes in, which looks like it was put together by a chimpanzee and a set of crayons.

This is all a great pity, as the actual game itself is really rather good. So good, in fact, that I've been unable to stop playing it for the last couple of weeks. It's a platform game, pure and simple, with the emphasis on speed and reflexes. The graphics are cute and simple, the music irritatingly hummable, and the action non-stop. Forget the awful plot – some nonsense about a quest to find out who you are – and jump straight in to a 50-level romp complete with numerous nasties, bonus levels, special stages, hidden rooms and everything else you'd expect to find in a top notch platformer.

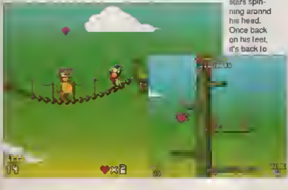
In all there are five worlds to complete, with each one split up into 10 levels. Each world has a particular theme. For instance, the first world is set in woodlands and is populated by marauding bears and big fat birds. Even a tweety-bird lookalike makes an appearance on one stage. Other worlds include a polar region, with polar bears kitted out in bobble hats, a horror world, a world made up of toys and the final future zone, with robotic nasties to take care of. The aim of each stage is to collect a set number of gems within a certain time limit. If you fail to pick up enough gems in time, you automatically lose one of the three lives you start the game with.



The woods are full of obstacles like this one. Just the thing to slow our hot footed friend down.

NASTIES ON STUN

Although there are plenty of nasties roaming each level, their only function is to stun you and thus lose you valuable time. Each encounter will cost you approximately one second as Thomas falls to the ground with stars spinning around his head. Once back on his feet, it's back to collecting the requisite number of gems. When this is achieved, an exit will open through which you have to escape before the time limit runs out. It's nice to see a platform game which doesn't rely on energy levels and which puts the emphasis on a race against the clock. This is much more fun and really makes for non stop action as you frantically search for the gems.



Thomas is a speedy little chap. Unfortunately, as the levels progress he has to grab more and more gems against a rapidly diminishing time limit.

Just when you think you've explored every possible nook and cranny, and that last gem is nowhere insight, you'll stumble upon a secret room or cave which will be stuffed with extra gems or find a hidden transporter which will warp you to another stage packed full of goodies. At times things get incredibly manic, but never frustrating. Thomas is able to climb ropes, cause mini-earthquakes by jumping up and down in certain spots, and can generally dash around each level with amazing speed. I certainly haven't played a platform game on the Amiga which is as fast-paced as this one!

CLOBBERIN' TIME

Of course, no game is perfect, and *Tearaway Thomas* is not without fault. Although the nasties can stun you into submission, there's very little you can do to them other than jump on their bonces for some extra points. This is all very well, but it would have been nice to have given them a taste of their own medicine, or even to have been able to club them off the screen all together. As it is, they merrily carry on their way, no matter how many times you crack them on the head. There's also a distinct lack of variety in the nasties. In the early stages there are only one or two different enemy sprites patrolling each level and, although things improve later on, it's a bit boring. A little more planning an originality would have helped things tremendously.

Considering this is David Henney and Nick Frampton's first Amiga game, they've certainly turned in a cracking job. The scrolling is silky smooth, the graphics palette suitably gaudy, and the speed of the main sprite amazingly quick. At times, as Thomas tumbles about the screen, it's hard to keep up with the pace of the action. Definitely a superior platformer and well worth the price.

buyers guide

release date	**Out now**
genre	**Platform**
team	**Head-on tech.**
controls	**Joystick**
numbers of disks	**1**
number of players	**1**
hard disk installable	**No**
memory	**512k**

GLOBAL SOFTWARE £25.99

“Hijinks in a superfast game against the clock”

GRAPHICS	82%
SOUND	79%
LASTABILITY	83%
PLAYABILITY	86%

OVERALL 84%

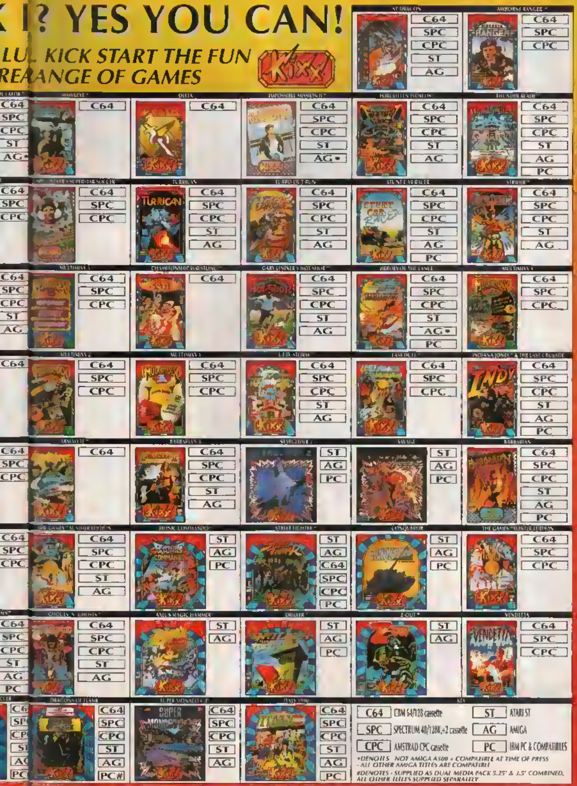
CAN YOU KICK I

CHECK OUT THE VALU
WITH THIS GREA

Title	Formats
GUNSHIP	C64 SPC CPC
HUNTERS MOON™	C64
CRACK DOWN	C64 SPC CPC ST AG
SILENT SERVICE	C64 SPC CPC
TECHNO COP™	C64 SPC CPC
TIGER ROAD™	C64 SPC CPC
SUPER SCRAMBLE SIMULATOR™	C64 SPC CPC ST AG
TUSKER™	C64 SPC CPC ST AG
WINTER GAMES™	C64 SPC CPC
CREATURES	C64
SWIV	C64 SPC CPC ST AG
SOLO FLIGHT	C64 SPC CPC
OUT RUN	C64 SPC CPC ST AG PC
MULTIMIXX 4	C64 SPC CPC
SUMMER CAMP	C64
BLASTEROIDS	C64 SPC CPC ST AG PC
X-OUT™	C64 SPC CPC ST AG
MOONWALKER™	C64 SPC CPC ST AG PC
ROAD BLASTERS	C64 SPC CPC ST AG
RICK DANGEROUS	C64 SPC CPC ST AG PC#
TURRICAN II™	C64 SPC CPC ST AG
QUEDEX	C64
PITSTOP II™	C64
STRIDER™ II	C64 SPC CPC ST AG
CARRIER COMMAND	ST AG PC
VIGILANTE™	C64 SPC CPC ST AG
MYTH	C64 SPC CPC
3D POOL	C64 SPC CPC ST AG PC
SWITCHBLADE™	ST AG
GAUNTLET™ II	ST AG
WORLD CLASS LEADER BOARD™	ST AG PC
AVENGER™	C6 SP CP
ACTION FIGHTER™	C64 SPC CPC ST AG PC#
1943™	ST AG
SKIDZ™	ST AG
JOHN LOWE'S ULTIMATE DARTS™	ST AG
CALIFORNIA GAMES	C6 SP CP ST AC PC
LAST NINJA 2	C64 ST AG
PANZA KICK BOXING	ST AG PC
FLIMBO'S QUEST	C64 CPC ST AG
MICROPROSE SOCCER	C S C

AVAILABLE FROM ALL LEADING STOCKISTS. SHOULD YOU HAVE ANY DIFFICULTY OBTAINING ANY TITLE PLEASE CONTACT KIXX ON 021 625 3311

All trademarks acknowledged as the property of their respective owners.



K I? YES YOU CAN!

LUL KICK START THE FUN
REAANGE OF GAMES

- **…LANDER™**: C64, SPC, CPC, ST, AG•
- **HAWKEYE™**: C64
- **OUTA**: C64
- **IMPOSSIBLE MISSION II™**: C64, SPC, CPC, ST, AG•
- **FORGOTTEN WORLDS**: C64, SPC, CPC, ST, AG
- **THE [illegible] BLADE**: C64, SPC, CPC, ST, AG, PC
- **ST DRAGON**: C64, SPC, CPC, ST, AG
- **AIRBORNE RANGER™**: C64, SPC, CPC
- C64, SPC, CPC
- **[illegible] SUPERSTAR SOCCER**: C64, SPC, CPC
- **TURRICAN**: C64, SPC, CPC, ST, AG
- **TURBO OUT RUN**: C64, SPC, CPC, ST, AG
- **STUNT CAR RACER**: C64, SPC, CPC, ST, AG, PC
- **STRIDER™**: C64, SPC, CPC, ST, AG
- C64, SPC, CPC, ST, AG
- **MULTIMIXX 3**: C64, SPC, CPC
- **CHAMPIONSHIP WRESTLING™**: C64
- **GARY LINEKER'S HOT SHOT™**: C64, SPC, CPC, ST, AG
- **HEROES OF THE LANCE**: C64, SPC, CPC, ST, AG•, PC
- **MULTIMIXX 4**: C64, SPC, CPC
- C64
- **MULTIMIXX 2**: C64, SPC, CPC
- **MULTIMIXX 1**: C64, SPC, CPC
- **LED STORM**: C64, SPC, CPC, ST, AG
- **LAST DUEL™**: C64, SPC, CPC
- **INDIANA JONES™ & THE LAST CRUSADE**: C64, SPC, CPC, ST, AG, PC
- C64, SPC, CPC
- **ARMALYTE™**: C64
- **BARBARIAN II**: C64, SPC, CPC, ST, AG
- **STARGLIDER 2**: ST, AG, PC
- **SAVAGE**: ST, AG, PC
- **BARBARIAN**: C64, SPC, CPC, ST, AG, PC
- C64, SPC, CPC
- **THE GAMES™ SUMMER EDITION**: C64, SPC, CPC, ST, AG
- **BIONIC COMMANDO™**: ST, AG, PC
- **STREET FIGHTER™**: ST, AG, C64, SPC, CPC, PC
- **CONQUEROR**: ST, AG, PC
- **THE GAMES™ WINTER EDITION**: C64, SPC, CPC
- **…ERS™**: C64, SPC, CPC, ST, AG, PC
- **GHOULS 'N' GHOSTS™**: C64, SPC, CPC, ST, AG
- **AXEL'S MAGIC HAMMER**: ST, AG
- **DRILLER™**: ST, AG, PC
- **Z-OUT™**: ST, AG
- **VENDETTA**: C64, SPC, CPC
- **…CCER**: C6, SP, CP, ST, AC, PC
- **DRAGONS OF FLAME**: C64, SPC, CPC, ST, AG, PC#
- **SUPER MONACO G.P.™**: C64, SPC, CPC, ST, AG
- **ITALY 1990**: C64, SPC, CPC, ST, AG, PC

KEY

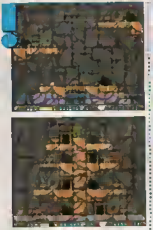
C64	CBM 64/128 cassette	ST	ATARI ST
SPC	SPECTRUM 48/128K,+2 cassette	AG	AMIGA
CPC	AMSTRAD CPC cassette	PC	IBM PC & COMPATIBLES

•DENOTES NOT AMIGA A500 + COMPATIBLE AT TIME OF PRESS - ALL OTHER AMIGA TITLES ARE COMPATIBLE

#DENOTES - SUPPLIED AS DUAL MEDIA PACK 5.25" & 3.5" COMBINED, ALL OTHER TITLES SUPPLIED SEPARATELY

UGH!

Before man invented the wheel he had a go at running a skyborne taxi service. Dan Slingsby catches a lift with a prehistoric high-flyer.



The last time I used a black cab it was obvious that evolution was something that had passed taxi drivers by.

Ugh! is essentially a prehistoric version of *Lunar Lander*. Man has invented a flying taxi, cobbled together from bamboo poles, overgrown leaves and sticky tape (!), and is busily eking out a living transporting the rest of his tribe around their high-rise cave system. The trouble is the wobbly 'copter suffers from incredibly bad inertia, so while you're busy pulling in one direction on the joystick it's still travelling in the direction you sent it previously and is slow to respond to any new commands.

The aim of each of the 70-odd levels is to guide your airborne ancestor around the many different cave systems, picking up tribal members and taking them to where they want to go. At first things are incredibly easy. For instance, level one merely requires you to pick up three tribesmen and take them to a different cave entrance. Later on, things become much more hectic, as the number of trips slowly rises and the number of obstacles increases. These include a flying pterodactyl which swoops in to knock you off course and a charging rhino who likes nothing better than tossing your human cargo into the watery pit at the bottom of the screen.

Landing the craft requires pinpoint accuracy – land too hard and both you and your passenger fly off the screen. All the trips are against the clock, too, and your fee for transporting each tribesmen dwindles away the longer you take to complete the journey. Each level consists of just one screen, but each one is suitably different to offer something new. Often, the cave entrances demand a steady hand to reach them as you have to guide your craft through a maze-like construction of cliff faces. There are three difficulty levels in the game and these relate to the number of hits your craft can take as well as the time you're given for completing each stage. If things are getting tight, each level also has a fruit bearing tree which, when hit by a stone, produces a number of energy fruits. Once picked up, these fruits extend the time limit, giving you vital seconds to complete the round.

Ugh! is a very well put together game, with smashing looking graphics, neat sound effects and some difficult if repetitive puzzles to solve. There's also a neat two player team mode where you have to work in tandem with another taxi service.

Unfortunately, *Ugh!* is a game built around one idea, and a very poor one at that. Players will soon become bored with the repetitive nature of the gameplay. There are few surprises in the game's later levels and the whole thing becomes very plodding after a while. Okay, so there are one or two nasties to take care of and the time limit offers a bit of a challenge, but merely transporting the assorted tribesmen and women from point A to point B and then back again is not my idea of fun. Nor yours, I would hazard a guess. Definitely a case of try before you buy!.

buyers guide

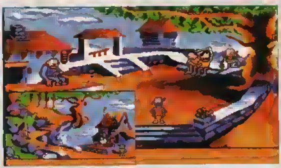
release date	**Out Now**
genre:	**Arcade Puzzler**
team:	**Ego Software**
controls:	**Joystick**
numbers of disks:	**1**
number of players:	**1/2**
hard disk installable:	**No**
memory:	**512**

GLOBAL SOFTWARE £25.99

“Superficial gloss cannot mask the poor gameplay”

GRAPHICS	84%
SOUND	60%
LASTABILITY	55%
PLAYABILITY	58%

OVERALL 58%



GOBLIINS

Those impish stars of the first *Gobliiins* game are back with some more devilish puzzles to solve. Dan Slingsby investigates.

The slapstick humour of the original *Gobliins* game made for an enjoyable, if undemanding, little puzzler. The cartoon like animation and incidental humour worked a treat as you guided three small goblins over a series of 22 screens in search of a cure for their king's madness. Unfortunately, *Gobliins 2* is a rather dull and frustrating sequel. Whereas the first game's puzzles were fun to solve, the new game is virtually unplayable as the puzzles are completely unfathomable and nearly always illogical.

For those of you who like to have a reason for joining in such malarkey here it is. The king's son has been kidnapped by the Demon King and two new goblins have been enlisted to ensure his safe return. Fingus is a serious sort of chap whereas Winkle's a bit of a joker and the comic interaction between the two is just as good as that of the first game. There are seven worlds to travel through, each made up of three or four screens, and each is jam-packed with an assortment of brain-straining puzzles and clues to solve. Each character is moved about the screen with a succession of mouse clicks on the required area and this is also how interaction between characters is carried out. There's also a new pull-down menu screen for swapping equipment and to access new screens. Rather than give the two new characters special skills, such as object manipulation, strength or magic as in the first game, Fingus and Winkle are just as competent as each other. However, the twist here is that one of them will always be more adept at carrying out certain tasks than the other. Finding out which one is best suited for each task, though, is usually just down to trial and error.

Very few of the game's puzzles follow any sort of logic, and this can be incredibly frustrating. If I hadn't been given a player's guide to help me get onto some of the later levels, I'd probably still be tearing my hair out. There are a few on screen prompts that offer small clues about what to do, but they're just not enough. I mean, how was I to know that the chicken had to be hit over the head with a sausage and then tickled to death before it would produce the egg that I needed for later on in the game? With such pathetic logic, the game is reduced to a plodding exercise of trial and error. And they expect us to pay 30 quid for this? That's about the only laugh I got out of the entire game. Avoid.

buyers guide

release date	**Out Now**
genre:	**Puzzler**
team:	**In House**
controls:	**Mouse**
numbers of disks:	**3**
number of players:	**1**
hard disk installable:	**No**
memory:	**1Mb**

COCKTEL VISION £29.99

“Poor quality follow-up to the original ribtickler.”

GRAPHICS	84%
SOUND	52%
LASTABILITY	41%
PLAYABILITY	30%

OVERALL 40%

AT ECU, WE TAKE YOUR GAME PLAYING SERIOUSLY

	PUBLISHER	
CONS 2	DOMARK	32 9
RTS BOXING	CLASSIC	1 99
SPORTS DRIVING	CLASSIC	99
RAIN	OCEAN	99
320 AIRBUS	THALION	21 99
BUS N AMERICAN ED	THALION	23 99
SUPPORT	PSYGNOSIS	19 99
EN BREED SPECIAL ED	TEAM 17	6 99
BERSTAR	THALION	9 99
ATIC GAMES	MILLENNIUM	18 99
CHER MACLEANS POO	VIRGIN	16 99
ASSIN	TEAM 17	16 99
HARRIER	DOMARK	26 50
NE OF COSMIC FORCE	US GOLD	25 50
T 2	UBI SOFT	23 99
TTLE OF BRITAIN	LUCASFILM	19 99
ATTLETOADS	MINDSCAPE	16 99
AST 3	PSYGNOSIS	19 99
G RUN	STORM	5 99
LS TOMATO GAME	PSYGNOSIS	19 99
BBLE BOBBLE	HIT SQUAD	8 99
NNY BRICKS	SILMARILS	18 99
CAMPAIGN	EMPIRE	99
CK ROCK 2	CORE	6 99
CIVILIZATION	MICROPROSE	99
MBAT AIR PATROL	PSYGNOSIS	16 99
COOL WORLD	OCEAN	16 99
VERT ACTION	MICROPROSE	99
CRAZY CARS 3	TITUS	99
YSTAL KINGDOM DIZZY	CODEMASTERS	99
CURSE OF ENCHANTIA	CORE	99
TRON	PSYGNOSIS	99
D/GENERATION	CLASSIC	17 99
DARKMERE	CORE	23 99
DIZZY PANIC	CODEMASTERS	8 99
DOODLE BUG	CORE	16 99
DOUBLE DRAGON 3	STORM	7 99
DRAGON S BREATH	GBH	8 99
DUNE	VIRGIN	6 99
DUNGEON MASTER/CHAOS	PSYGNOSIS	99
EPIC	OCEAN	18 99
EYE OF THE BEHOLDER 2	US GOLD	50
F16 COMBAT PILOT	ACTION 16	9 99
FALCON	ACTION 16	11 99
FALCON MISSION DISK 1	ACTION 16	9 99
FALCON MISSION DISK 2	ACTION 16	9 99
FASCINATION	DIGITAL INTEGRATION	19 99
FOOTBALL MANAGER 3	ADDICTIVE	19 99
FORMULA ONE GP	MICROPROSE	22 99
GOBLIIINS	DREAM FACTORY	19 99
GRAHAM TAYLORS FOOTBALL	KRISALIS	16 99
GUNSHIP 2000	MICROPROSE	89
HUMANS	MIRAGE	19 99
INDY JONES FATE OF ATLANTI	US GOLD	25 50
INDY HEAT	STORM	5 99
INTL RUGBY CHALLENGE	DOMARK	19 99
ISHAR	SILMARILS	17 99
JACK NICKLAUS GOLF	HIT SQUAD	9 99
JAGUAR XJ220	CORE	16 99
JOHN MADDENS FOOTBALL	ELECTRONIC ARTS	18 99
KGB	VIRGIN	18 99
KINGS QUEST V	SIERRA	.99
LEGENDS OF VALOUR	US GOLD	25 50
LEISURE SUIT LARRY 5	SIERRA	24 69
LEMMINGS DOUBLE PACK	PSYGNOSIS	9 99
LETHAL WEAPON 3	OCEAN	16 99
KS		

THIS IS THE FRONT COVER TO THE EUROPEAN COMPUTER USER MAGAZINE. FULL DETAILS OF ST, AMIGA AND PC RELEASES, COMMENTARY BY EXPERTS AND NO FAKE SCORES. FOR YOUR COMPLIMENTARY COPY, CALL US TODAY (NO PURCHASE NECESSARY)

TLE	PUBLISHER	
LINKS COURSES DISKS	US GOLD	99
LOTUS 3 ULTIMATE CHALL	GREMLIN	16 99
LURE OF THE TEMPTRE	VIRGIN	16 99
M1 TANK PLATOON	MICROPROSE	6 99
MERCENARY 3	NOVAGEN	6 99
MONKEY ISLAND 2	US GOLD	5 50
N MANSELLS WORLD	GREMLIN	16 99
NIGHT APPROACH ADD ON	THALION	16 99
NORTH AND SOUTH	ACTION 16	9 99
PANG	HIT SQUAD	6 99
PARASOL STARS	OCEAN	9 99
PINBALL DREAMS	21ST CENTURY	16 99
PINBALL FANTASIES	21ST CENTURY	16 99
POLICE QUEST 3	SIERRA	99
POPULOUS 2+	ELECTRONIC ARTS	23 99
POPULOUS	STAR PERFORMERS	9 99
PREMIERE	CORE	19 99
PREMIER MANAGER	GREMLIN	6 99
PROJECT X (1 MEG)	TEAM 17	8 99
PUTTY	SYSTEM 3	6 99
ROAD RASH	ELECTRONIC ARTS	19 99
ROBOSPORTS	OCEAN	9 99
SABRE TEAM	KRISALIS	6 99
SECRET OF MONKEY ISLAND	US GOLD	6 99
SENSIBLE SOCCER	RENEGADE	18 96
SHADOW WORLDS	KRISALIS	16 99
SHOOT EM UP CONS KIT	PALACE	8 99
SHUTTLE	VIRGIN	16 99
SOCCER PINBALL	21ST CENTURY	9 99
SPACE QUEST IV	SIERRA	4 99
STREETFIGHTER 2	US GOLD	7 89
SUPER CARS	GBH	6 99
SUPER FROG	TEAM 17	99
SUPER HERO	PSYGNOSIS	99
SUPER TETRIS	MICROPROSE	99
TEAM YANKEE 2	EMPIRE	19 96
THE PERFECT GENERAL	UBISOFT	21 89
TRODDLERS	STORM	16 99
TV SPORTS BASEBALL	MINDSCAPE	7 99
UNIVERSAL MONSTERS	OCEAN	19 99
WAXWORKS	ACCOLADE	99
W/C LEADERBOARD	KIXX	6 89
WING COMMANDER	MINDSCAPE	89
WIZ KID	OCEAN	16 99
WWF 2 RAMPAGE	OCEAN	18 99
ZOOL	GREMLIN	16 99
COMPILATIONS		
AIR SEA SUPREMACY	5-SERVICE/GUNSHIP/WINGS/C-COMMAND/P47 T-BOLT	9 99
AWARD WINNERS	POPULOUS/K O.2/PIPEMANIA/SPACE ACE	6 99
BITMAP BROS VOL 1	XENON/CADAVER/SPEEDBALL 2	18 99
COMBAT CLASSICS	TEAM YANKEE/688 ATTACK SUB/F15 STRIKE EAGLE 2	6 99
DIZZY COLLECTION	FIST FOOD/KWIK SNAX/MAGIC LAND/FANTASY WORLD/TREASURE ISLAND	16 99
DIZZYS EXCELLENT ADVENTURES	SPELLBOUND/PANIC/+3 OTHER DIZZY GAMES	19 99
DOUBLE CONFRONTATION	MEGALOMANIA/FIRST SAMURAI	16 99
DREAM TEAM	T2/WWF/SIMPSONS	16 89
HEAD TO HEAD	MIG 29 SUPER FULCRUM/F19 STEALTH FIGHTE	23 99
LOST TREASURES OF INFOCOM	INFIDEL/SUSPECT/BALLYHOO/HITCHHIKERS/+16 OTHERS	26 99
MAGIC WORLDS	DRAGONS BREATH/STORM MASTER/CRYSTALS OF ARBOREA	19 99
MEGAMIX	LEANDER/AGONY/ORK	16 99
MEGASPORTS	SUMMER GAMES I & II/CALIFORNIA GAMES/WINTER GAMES/THE GAMES	9.99
POWERPACK 2	IT CAME FROM THE DESERT/BATTLEMASTER/PRED 2/WINGS	9 99
PSYCHOS SOCCER COLLECT	KO2/INT SOCC CHALL/WORLD CHAMP SOCC MAN	99
QUEST FOR ADVENTURE	INDY JONES ADV/OP STEALTH/MEAN STREETS	99
SOCCER STARS	KICK OFF 2/GAZZA 2/MICROPROSE SOCCER/EMLYN HUGHES	16 99
STRATEGY MASTER	DEUTEROS/CHESS PLAY 2150/POPULOUS/SPIRIT EXCAL/HUNT	50
SUPER FIGHTER	FINAL FIGHT/WWF/PITFIGHTER	19 99
TOO HOT TO HANDLE	[illegible]	

PHONE HOTLINE: 0480 498889
FAX HOTLINE: 0480 496379

EUROPEAN COMPUTER USER Units A2/A3 Edison Road, St Ives, Huntingdon, Cambs, PE17 4LF

Phone 0480 498889, Fax 0480 496379 Office hours Monday to Friday 9 00am to 6 00pm. Answer machine operates outside office hours Personal callers welcome Credit card orders charged only on despatch of games (no surcharge). Allow 5 working days from receipt of order for cheque clearance Make cheques, postal orders and international money orders (sterling only) payable to EUROPEAN COMPUTER USER

All items featured are SUBJECT TO AVAILABILITY All prices are subject to change without notice E & O E All orders are dealt with immediately provided the goods are in stock at the time of your order being processed. However, we may take up to a maximum of 28 days to deliver from receipt of order, with the exception of overseas orders which make take longer

POST AND PACKAGING. UK, 75p per item 2nd Class, £1 50 per item 1st Class, £1 80 per item 1st class recorded EEC £2.75 per item, non EEC £3 75 per item Express Air mail £4 75 per item.

If you do not wish your details to be added to our database for other direct mail Including regular issues of ECU magazine, please tick the box on the form provided, or tell our staff when you call

VISA

MasterCard

SOME TITLES MAY NOT BE RELEASED AT THE TIME OF GOING TO PRESS
PLEASE TELEPHONE FOR AVAILABILITY AND A COPY OF OUR FULL TERMS AND CONDITIONS.

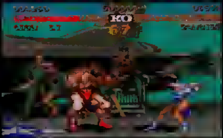
NAME
ADDRESS

POSTCODE PHONE
ITEM PRICE
ITEM PRICE
ITEM PRICE
POSTAGE
Visa/Mastercard/Switch Number
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ TOTAL
Switch Issue No Card Expiry Date
SIGNATURE
☐ TICK THIS BOX IF YOU DO NOT WISH TO BE ENTERED ONTO THE ECU DATABASE

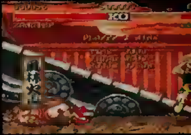
Make cheques payable to European Computer User & send to
Units A2/A3 Edison Rd,
ST Ives, Huntingdon,
CAMBS PE17 4LF

CU AMIGA JAN 93

TOP: If you manage to survive through a few fights you will be given the chance to demolish various oil drums and barrels. What did they ever do to you!

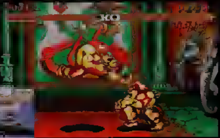


Chun reels from one of Zangief's nastier punches. The USAF don't seem to mind much

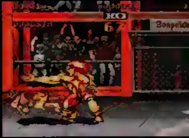


He's down! One quick chop to the throat and Zangief falls while G

the glory



Unlike most versions of the arcade game, *Streetfighter 2* Amiga lets you both play the same warrior.



Blanka's in trouble! After a particularly nasty knock, players roll

clutching their heads and praying for Aradin.

STREETFI

Tony Dillon finally gets a chance to show the world that he can dish out a good kicking as well as the next bloke.

IT'S PHENOMENAL

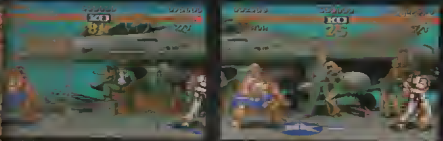
Everywhere you turn, you can't miss it. *Street Fighter 2* has become a phenomenon unto itself; not quite as big as *Mario*, but twice as exploited. The *Street Fighter 2* coin-op has already become a classic of the Nineties, with more than a little help from Nintendo's spurious advertising campaign. It all seems a far cry from the days of the original coin-op, made famous by its gigantic, pressure-sensitive fire buttons that you literally had to pummel if you were going to make any indentation on your opponent's energy level.

SURPRISE ATTACK

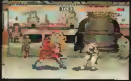
But that was years ago, and now *Street Fighter 2* rules the arcades in a way that no other game has. Nintendo aren't complaining, as their SNES version has become the flagship title for their machine. There are even stories circulating of people being mugged as they take their newly bought carts home. Has a game ever caused such 'enthusiasm' – I think not. Now, after nine months of solid coding, the Amiga version is unveiled for all to see, and sat in a backroom of US Gold's plush Birmingham offices, I must admit to being pleasantly surprised. *Street Fighter 2*: Amiga is as close to the arcade version as a 68000 with a single fire button is going to get.

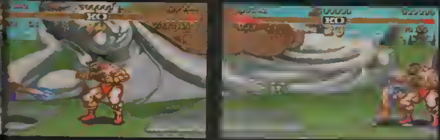
In case you didn't already know, *SF2* places you in the middle of the hottest street competition ever. The best fighters from around the globe have been gathered to battle it out in a series of man-to-man style rucks against the clock to find out who exactly is the 'ardest geezer on the face of the planet. Eight persons (six male, one female and one thing) from locations as diverse as Japan and Brazil come together to fight it out, and all of them make the WWF wrestlers look like a bunch of ballet enthusiasts. Single player, you have to work your way through them all to take the title. Not that you can just walk in and take the title, of course. Once you have defeated the seven basic opponents, you have to fight the four big bosses. That is where things get really hard, if they weren't hard enough already. Alternatively, you could just stand to one side and let them all give you a kicking. Defeat the four bosses, and you've beaten the game, or have you?

Two player, the action really heats up. Needless to say, this is a very violent game, and there can be little as entertaining as knocking seven bells out of your friend/brother/sister/whoever. If you think that selecting different characters creates a disadvantage, then you'll be happy to know that the Character vs Character mode from the Championship Edition has been added (but accessed via a cheat mode) so you can both be Blanka



Let battle commence! Note the obligatory 'Eye Balling' pose, where you stare at your opponent for a while before one of you gets the bottle to make the first move.





Chun Li summons up one of her special moves, and shows exactly what her high heels are capable of!

IGHTER 2

and spend many an hour rolling at each other.

BONUS BASHING

Don't worry, though, it's not all mindless fighting. There are a few bonus stages to fight your way through too! These occur quite late on in the game (after the 7th fight, after the first boss and just before the last boss) and are based on the arcade version rather than the SNES. Your first challenge is to wreck a car in the shortest time possible. You're up against a time limit, and if you manage to turn a once fine family saloon into a pile of melting slag, you'll get yourself a handy bonus! To demolish it, you simply have to punch and kick the various parts (headlamps, bonnet, engine, windscreen, doors, etc.) until it collapses in on itself and the police drag you away for vandalism.

Next comes the bouncing barrels. You stand at the bottom of the screen while someone throws beer barrels from somewhere above the screen. The barrels fall onto a small platform above you. After that, they could roll in any direction – you can't tell. All you need to do is smash as many of them into pieces as quickly as possible. The problem here is that the barrels are actually filled with Mexican Jumping beans, so everytime the barrels bounce, they could bounce either way, just like the balls in *IK+* could change height. Should you be hit by a barrel, that's the end of this particular bonus stage.

Finally, you are confronted with three piles of oil barrels which, yes you guessed it, you have to smash to smithereens. However, every time you hit a barrel it sends out a lick of flame, which incinerates you on the spot, so you have to move fast. Well, I didn't say it wasn't all mindless violence, did I?

To be honest, I kept away from the arcade machine for quite a while. I don't like hype, so I thought the only way to judge it fairly would be to play it once the hype had died down. Sticking in my coins, I assumed it was going to be 'just another beat'em up'. How wrong I was. If you haven't played it, and let's be honest, who hasn't played it at least once, then you won't know that this game has more to it than the 'repeatedly stab at the fire button while thrashing the joystick about and hope you get a hit on them first' variety, where your only advantage is the speed of your index finger. *SF2* involves the careful planning of moves, as well as the reactions to use them at the right moment. Going in headlong isn't going to win any battles, so save that for the pub.

SIX FINGERED FIGHTERS

Unfortunately, the original arcade version has six fire buttons. Three for punches and three for kicks. That, plus the fact that secret com-

CU AMIGA SCREENSTAR

A1200?

Many Amiga-owners are already pawning the family silver to get their hands on a new A1200. However, how many will experience that old sinking feeling when they find that their games collection won't work? *Street Fighter 2* is fully A1200 compatible, you'll be happy to know, but at the moment there are no firm plans to release an A1200 specific version. It might happen, we're told, but not until the middle of next year. Is it worth waiting for sumptuous 256-colour backdrops and the enhanced speed, we ask ourselves?

THE FIGHTERS

Eight computer opponents might not seem like much in these days of digital armageddon, but nowhere will you find a bunch of nuts as hard to crack as these. Here's the full run down of who you'll be taking on.

EDMOND HONDA

We've all seen Sumo wrestlers. Great girly blobs of lard that don't seem to do anything more daring than lean on people. Not Eddie. He's the meanest Sumo of them all, and knows how to use his 304 pound frame to his ultimate advantage. Favourite tactics include squashing, leaning on, and trapping in small places before grinding into the dirt.

Through some tortuous mental exercises, Edmond is able to channel the full impact of his body through the top of his head, so a Sumo head butt is something to be avoided – along with his amazing hundred hand slap.

GUILE

Guile is hacked off. After a motion Special Forces mission in Thailand, he was captured, tortured and kept prisoner far longer than he could care for. Now he's back and is determined to take his share of any action that's going.

Guile's special moves include a lethal Sonic Boom, created by swinging his arms at Mach 2. If that doesn't grab you enough, then how about an energy barrier created by some seriously fast kicking or a back breaking body-drop throw if you get too close?

RYU

Ryu was once a simple farm boy. Now he's a simple killing machine. He was trained from a very early age by Master Sheng Long. Dedication is one thing, but this guy has been more than happy enough to drop everything else in his life for the sake of combat. A fierce fighter, he hides a couple of mean moves up his sleeves, including fireballs and a sizzling hurricane kick, which sees him spinning at extremely high speed in the air. Three of these and you're on your back. If that isn't enough, then how about the vicious Dragon Punch. Ryu practiced for years until he mastered this diving punch.

DHALSIM

Take children's favourite Plasticman. Now warp his mind so that the only thing he can concentrate on is destroying people and you've got Dhalsim. A true master of Yoga, he can change his size and shape to a certain extent, not only far enough to cause grief for other people. Dhalsim will catch you... wherever you run. His party pieces are fireball throwing (a trick quite a few people enjoy, now I come to think of it) and breathing fire. Makes you think twice when you ignore monks in the street, doesn't it?

binations of these along with timed movements of the joystick, brought up special moves such as fireballs or an electric field made the Amiga version a tad different. Programmer Tony Bickley had to give some serious thought as to how to translate the controls to a single button joystick or even twin button joypads, such as a SEGA controller. At one point, Tony even considered bundling a special six-button joystick with the game, but found the costs involved too prohibitive. What he came up with instead is a game with standard beat 'em up controls, but which still gives the tactical feel of the original game. By thinking logically, USG have managed to come up with a way of using all 32 moves from a standard eight-way joystick and this is how it works:

While standing, without the fire button pressed, you have eight moves open to you, such as walking, jumping and crouching. Pressing fire then allows you to select from the first set of attacking moves (four kicks, four punches). If you crouch, you can select another eight attacking moves, as you can while in the air. 8 plus 8, plus 8, plus 8 makes 32!

On a two-button joypad, things get even easier. The eight way controller moves your character around in much the same way, only now one fire button controls the kicks and the other controls the punches. The big difference here is that now there are two versions of each kick and punch. Pushing the way the character is facing makes them attack with their leading limb, whereas pushing in the opposite direction makes them use their trailing limb. Easy, innit?

KARATE CHOP

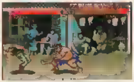
Of course, you can't take a game as memory-hungry as *SF2* and fit it into an Amiga without some chopping, and the first thing to go were some of the special moves. In the arcade, each character had up to five secret moves. On the Amiga, each has only two. Thankfully, they are all documented in the manual, so you needn't spend half your life trying every combination you can think of.

As far as presentation goes, the game is almost flawless. Perhaps lacking some of the speed of the original in places, all in all, the game is as close as you could come. The sprites are massive, it must be said, and the pleasing thing about this game is, unlike other titles with similar sized sprites (*Sword Of Sodan*, for example), the animation is as fluid as you could want. Each character has an unbelievable 225 frames of animation! The sprites alone take up around 5Mb of memory! And that on top of the glorious 32 colour backdrops makes for a fairly stunning looking game. It doesn't look exactly like the arcade machine, though, but that's just because the Amiga can't generate the same sort of screen luminescence that arcade cabinets and consoles can.

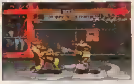
A great deal of attention has been paid to the sound too. Not

SPECTRUM VERSION

For those of you old enough to remember the Spectrum, or indeed to have actually owned one, will be pleased to know that the Speccy version of *Street Fighter 2* is also looking rather good, given the limitations of the machine. Why are we mentioning this? Well, when we saw it up and running we all got a bit misty eyed and just had to tell you about it. Yes, we know, we're sad old gits when it comes down to it!



He may be a hardened marine with a mission, but that doesn't frighten Eddie Honda. One shove and he's down

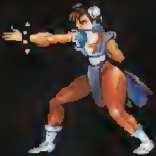


Nothing like a good kick in the teeth to even out the odds. Especially when your legs are as stretchy as Dhalsim.

CHUN LI

The only woman in the contest, and a woman with a mission, at that. Chun Li is here to track down a secret organisation called Shadaloo and if she has to kick a few butts on the way, well that's just dandy with her. A rather sexist touch this but she apparently – and I take no responsibility for writing this – uses her looks to charm her opponents who, while underestimating her strength, are flattened in no time at all. High kicks aren't her only speciality either.

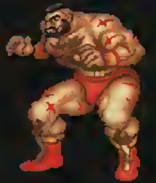
Lightning Kicks are as fast as their name suggests, and if you think you can take any more, then how about a couple of Whirlwind Kicks, where Chun Li spins like a top. From which point she'll attack is anybody's guess.

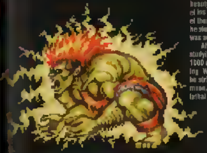


ZANGIEF

Zangief, the Russian with the mostest, loves his mum and his country. Applaudable attributes, wouldn't you say? The problem is, he hates everything else, and loves to use his wrestling skills as often as possible. If you've ever wanted to be spun dry, or would like to knock nails in with your head, then this is the guy to help you achieve your goal.

His favourite moves include the Spinning Clothesline, useful for avoiding fireballs and causing heavy amounts of damage to opponents, and the Spinning Pile Driver, only instead of using you as a jack hammer, he uses you as a giant drill bit. Ouch!

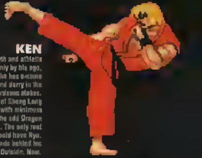




BLANKA

6 feet five inches of pure muscle and hair, this is one beast that'll never get the beauty! Born in Brazil, he has spent most of his life terrorising villagers by leaping at them from the jungle. Only recently did he step forward to challenge anyone who was asking for a fight.

After spending a large part of his life studying electric eels, Blanka can charge 1000 volts through his skin without blinking. While his opponent is reeling in shock he strikes back with his second special move, a rolling attack that forms part of a lethal game of bowling.



KEN

Ken's superhuman strength and athletic abilities are matched only by his ego, which is odd considering he has become lost ranks with Kevin and Jerry in the hardness stakes.

As a former disciple of Sheng Long Ken can create Fireballs with minimum fuss, and can manage the odd Dragon Punch and Hurricane Kick. The only real difference is that Ken could have Ryu. Anytime. With both hands behind his back. Go on. Outside. Now.

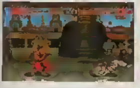
surprising, really, if you think of the difference between hitting someone and hearing a slight pop and hitting someone and hearing a car door slammed. Just look at the Rocky films to see what I mean. Creative Materials obviously think that the arcade versions had just the right effects, as they've sampled all the sounds for the Amiga.

The game is fast. Perhaps not as speedy as the SNES, but then again your basic Amiga isn't built with the same graphic chipset as a SNES. It does, however, run a lot faster than the rolling demo on the cover of last month's issue, so don't be too put off.

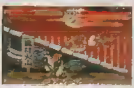
But, after all this, the proof of the pudding is in the playing, and playing *Street Fighter 2* is immensely enjoyable, right from the word go. I have to admit, I was surprised, especially when you consider that Creative Materials were the team responsible for *Final Fight* which received a paltry 60%. The thought that has gone into the control really pays off when you pick the joystick up for the first time and find you can lay a pretty formidable offensive line, if not exactly the most tactical or defensive. *Street Fighter 2* is very playable, and genuinely does stand head and shoulders above any of its rivals. Naturally it'll take some time before you'll be able to use all the moves to their fullest advantage, but that's part of the fun.

AH SO!

If your SNES-owning friends have been driving you insane with jealousy, now's the time to strike back. OK, it isn't arcade perfect and the SNES version is. On the bottom line, though, it's a perfect example of what an Amiga beat 'em up should be, and an excellent conversion at that. Without a doubt the best beat 'em up to ever grace the Amiga, even better than the fabled *IK+*. Whether it will hold that position for long is uncertain, as rumours currently floating claim that an *IK+ 2* is on the way, although the same rumour states that Archer Maclean may not be involved. For now though, *Street Fighter 2* is the thumper to have. Plus the fact that it's half the cost of the console version, you can't really go wrong. Well done, US Gold.



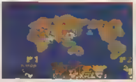
A masterful throw by Ken, who will no doubt gloat about it in seedy bars later. By the way, don't try this move at home!



Let's face it, it can't be easy lifting and throwing something that large, but Guile manages it. Give the man a round of applause!

ARCADE VERSIONS

With the possible exception of *Space Invaders* and *Breakout*, never has there been so many variants of the same machine in the arcades of the world. At last count there are no less than 13 different *Street Fighter 2* games knocking about the place, including Street Fighter 2 Championship and Street Fighter 2' – 92 Koryo, in which you can pit two players against each other with the same character. Also, due to hacking, there are eight different SNES versions floating around, some of which allow you to jump that little bit higher, or let you do two dragon punches for the price of one.



Here the two players chose which bodies they're going to try to keep alive. The map at the top shows where the next battle will take place.

buyers guide

release date	Out Now
genre	Beat'em up
team	Creative Materials
controls	Joystick, Joypad, Key
numbers of disks	6
number of players	2
hard disk installable	No
memory	1 meg

US Gold £27.99

‘The best beat 'em up on the Amiga – ever!’

GRAPHICS	91%
SOUND	86%
LASTABILITY	82%
PLAYABILITY	87%

OVERALL 90%

SOFTWARE SUPREME

139 High Road, Loughton,
Essex IG10 4LT
Tel: 081 365 0344 (All lines)
Fax: 081 365 1650

OPEN
7 DAYS
10 - 6

24 HOUR ORDERING SERVICE ● PHONE FOR FREE CATALOGUE ●

Alien Breed Special Edition	8.49
3D Construction Kit 2	36.49
4D Sports Driving	11.99
4D Sports Boxing	11.49
A Train	22.99
Addams Family	10.49
Agony	10.99
Air Combat Aces	10.99
Air Support	10.49
Air Warrior	24.99
Alien Breed	10.49
Alcatraz	10.99
Alpha Soccer	16.99
Altered Destiny	21.49
Amazing Spiderman	10.49
Another World	10.99
[illegible]	10.49
Air Bucks	10.49
Aquatic Games	16.99
Aquaventura	10.49
Armour Geddon	11.99
Armour Geddon 2	19.49
Apidya	16.49
Arsenal FC	16.99
Ashes of Empire	17.49
[illegible]	10.99
Asterix	16.49
Archer Macleans Pool	10.99
A.T.A.C.	23.49
AV8B Harrier Assault	24.99
A320 Power	16.49
Battle Hawks	11.99
[illegible]	16.49
B17 Flying Fortress	21.99
Back to the Future 3	11.99
Bane of the Cosmic Forge	24.99
Barbarian 2	14.49
B.A.T. 2	22.49
Battle Chess 2	10.99
Battle Command	10.99
Battle Isle	10.99
Battle Isle Data Disc	10.99
Better Maths	10.99
Better Spelling	10.99
Big Run	10.49
Bills Tomato Game	10.49
Birds of Prey	23.49
Black Crypt	10.49
Blue Max	10.99
Blues Bros.	10.49
Bountiful HD Scenery	10.99
Bonanza Bros.	10.49
Battle Toads	10.49
Cadaver	15.99
California Games 2	16.49
Captive	11.99
Carl Lewis Challenge	10.99
Castles	16.49
Castle of Dr Brain	17.49
Championship Manager	16.49
Chaos Engine	11.99
Chuck Rock	6.99
Centurion	16.49
Cisco Heat	8.99
Celtic Legends	16.49
[illegible]	23.49
Crazy Cars 3	16.49
Cruise for a Corpse	11.49
Cool Croc Twins	10.99
Contraption	10.99
Cool World	10.99
Curse of the Enchantia	22.99
Civilisation	20.49
Campaign	20.99
Catch 'Em	10.49
Creatures 2	10.49
Daily Double Horse Racing	13.99
Dark Queen of Krynn	22.49
[illegible]	10.49
[illegible]	10.99
D Generation	11.99
Demonsgate	10.49
Deluxe Paint 4	54.49
Double Dragon 3	16.49
Dread Noughts	20.99
Dune	10.99
Dungeon Master/Chaos Strikes Back	16.99
Dyna Blaster	16.49
Elf	16.49
Elvira Shadow of the Dark	21.99
Elvira 2 Cerberus	22.49
Elvira the Arcade	16.99
Epic	10.49
European Football Champ	16.99
Eye of the Beholder	10.99
Eye of the Beholder 2	22.49
Espana Games 92	16.99
Fantastic Worlds	24.99
[illegible]	10.99
F15 Strike Eagle 2	22.49
F17 Stealth Fighter	21.49
F19 Stealth Fighter	10.49
F29 Retaliator	10.99
Falcon 3	22.99
Fantastic Voyage	10.49
Final Fight	10.49
Fire & Ice	10.99
Fire Force	16.99
First Samurai	16.49
Flight of the Intruder	16.49
[illegible]	16.49
[illegible]	11.99
Fuzzball	10.99
Formula 1 Grand Prix	22.99
Fascination	16.99
Flag	16.49
Fort Apache	10.49
Fun School 3 (Under 5)	15.99
Fun School 3 (5-7)	10.99
Fun School 3 (7+)	10.99
Fun School 4 (5-7)	10.99
Fun School 4 (7+)	16.49
Gateway to Sav/Frontier	10.49
G.Loc R360	10.49
Gauntlet 3	11.99
Global Effect	10.99
Gods	10.49
Golden Shot	10.99
Graham Gooch Cricket	20.99
Graham Taylor	16.49
Gunship 2000	21.99
Gobliins	16.49
Heart of St.James	21.49
Hard Drivin 2	12.99
Harlequin	16.49
Magnum 1 meg	10.99
Heimdall	23.49
[illegible]	20.99
Hero Quest	16.99
Home Alone	10.49
Hook	16.49
Hostile Breed	16.49
Humans	11.99
Ian Bothams Cricket	16.49
Indy Heat	10.99
Indy Action	16.99
Indy Adv	19.99
Ishar Legend Fortress	16.49
I Jones Fate of Atlantis	11.49
Jaguar XJ220	16.49
Jimmy Whites Snooker	15.99
John Soccer	16.99
J.Madden Football	10.99
Jim Power	10.99
Junior Typist	11.99
Kid Gloves 2	10.99
Kings Quest V	10.49
Knightmare	10.99
Knights of the Sky	21.49
Killing Game Show	6.99
Last Ninja 2	16.49
Laser Squad 2	16.99
Leander	10.99
Legend	10.49
Larry 2	14.99
Larry 3	24.99
Larry 5	24.99
Lawnmower Man	16.49
Lethal Weapon 3	16.49
Legend of Valour	24.49
Lemmings	10.99
Lemmings 2	20.99
Lemmings Data Disc	13.49
Lemmings [illegible]	10.99
Life & Death 1	10.49
Links HD Scenery	15.99
Lotus Turbo Challenge 2	10.49
Lotus Turbo Challenge 3	10.99
Lure of the Temptress	10.99
Links H.D.	22.99
[illegible]	11.49
McDonalds Land	17.99
M.1 Tank Platoon	10.99
Magic Pockets	10.99
Man Utd Europe	10.99
Match of the Day	17.49
[illegible]	10.99
Megasports	10.99
Megatwins	10.49
Mercenary 3	20.99
Merchant Colony	10.99
Microprose Golf	23.49
Midwinter 2	23.49
Mig 29 Super Fulcrum	10.99
Might & Magic 3	22.99
Moonstone	10.49
Monkey Island	15.99
Monkey Island 2	20.99
Mystical	10.49
Myth	16.49
Mega Lo Mania	10.49
Mega Fortress	11.49
Narc	7.99
N Mansells World Champ	21.99
No Greater Glory	22.99
Noddy	16.99
Nova 9	22.99
Omar Sharif Bridge	22.49
Outrun Europa	10.49
Outlander	10.49
Orbitus	12.99
Ork	10.49
[illegible]	21.99
Paladin 2	10.49
Paper Boy 2	8.49
Parasol Stars	10.99
Pegasus	16.49
Perfect General	22.49
PGA Golf Tour +	10.99
PGA Course Disk	16.49
Pinball Dreams	16.99
Pinball Dreams 2	16.49
Pinball Fantasies	17.99
Pitfighter	8.49
Plotting	10.49
Police Quest 3	22.49
Populous/SimCity	20.49
Populous 2	16.49
Prince of Persia	15.99
Prophecy of the Shadow	21.99
Pro Tennis Tour 2	16.49
Project X	16.49
Push Over	10.99
Plan 9 Outer Space	20.99
Pools of Darkness	16.49
Powermonger	11.99
Populous/Sim City	10.99
Quest for Glory	20.99
Raving Mad	11.99
Race Drivin'	11.49
Railroad Tycoon	22.49
RBI 2 Baseball	10.99
Realms	10.49
Red Zone	10.99
Risky Woods	16.49
Road Rash	20.99
Robin Hood	15.99
Robocod	16.99
[illegible]	15.99
Robocop 3	15.99
Robosport	20.99
Rome AD 92	20.99
[illegible]	17.49
R Type 2	16.99
Rugby World Cup	8.49
Rules of Engagement	10.99
Reach for the Skies	16.49
Sabre Team	10.99
Scrabble Deluxe	20.49
[illegible]	16.49
Secret of the Silver Blades	21.99
Sensible Soccer	16.49
Shadowlands	16.49
Shuttle the Sim	20.99
[illegible]	10.99
Silent Service 2	21.49
Sim Ant	22.99
Sim Earth	10.99
Simpsons	10.99
Silly Putty	16.99
Smash TV	10.99
Space Ace 2	20.99
Space Gun	10.99
Space Crusade	10.49
Space Quest 1	10.99
Special Forces	22.49
Spirit of Excalibur	9.99
Steel Empire	16.99
Squad Master	10.49
Storm Master	16.99
Streetfighter 2	16.99
Strike Fleet	16.99
Striker	16.49
Super Tetris	20.99
Super Ski 2	11.99
Super Cars	16.49
Super Space Invaders	10.99
Suspicious Cargo	16.49
Sword of Sodan	10.99
Silly Putty	16.49
Test Drive 3	16.99
Their Finest Hour	16.49
The Manager	20.99
Thunderhawk	9.99
Thunder Jaws	16.49
Tip Off	10.99
Tennis Cup 2	16.99
Terminator 2	10.99
The Games Espana	10.49
The Godfather	13.49
The Perfect General	21.49
T.V. Sports Baseball	16.99
Treasures of Sav.Frontier	20.49
The Oath	16.49
Universal Monsters	16.99
Ultima Underworld	20.99
Ultima V	16.49
Ultima VI	20.99
Ultima VII	20.99
UMS 2	23.49
UMS Power Editor	20.99
[illegible]	11.49
Uridium 2	17.49
Utopia	10.99
Utopia The New World	11.49
UGH	10.49
Vengeance of Excalibur	12.99
Video Kid	16.99
Vroom	15.49
[illegible]	10.99
Winter Sports	11.99
Wind in the Willows	10.99
Wiz Kid	16.49
Wolf Child	16.99
Wolf Pack	11.49
WWF	16.99
WWF 2	17.99
Wing Commander 1	22.99
Willy Beamish	16.99
Zool	10.49
Zyconix	16.49

COMPILATIONS

Award Winners	10.99
Air Combat Aces	10.99
Power Pack	16.99
Air Land and Sea	23.99
Bitmap Bros. Vol 1	10.49
Bitmap Bros. Vol 2	16.99
Board Genius	17.99
Dream Team	17.99
Falcon Classic Collection	21.99
Flight Command	16.99
Grandstand	11.99
Hollywood Collection	6.99
[illegible]	16.99
Max Extra	17.99
Magnum 1	10.99
Movie Stars	12.99
Ninja Collection	10.99
Power Up	10.99
Power Pack	16.99
[illegible] Collection	13.99
Soccer Mania	11.99
Super Fighter	11.99
Super Sim Pack	21.99
Super Mega	20.49
Super Soccer	11.99
Sports Best	20.99
TNT 2	20.99
Test Drive 2 Collection	20.99
4 Wheel Drive	17.99
Quest for Adventure	23.99
World Cup 90	6.99

BUDGET TITLES

3D Pool	6.99
Altered Beast	6.99
Arkanoid	4.50
Arkanoid 2	6.99
Atomino	6.49
Awesome	6.99
Bubble Bobble	6.99
Baal	6.99
Bards Tale 3	
Batman The Movie	6.99
Beach Volley	6.99
Blood Money	6.99
Boulderdash	
California Games	6.99
Carrier Command	6.99
Celica GT4 Rally	6.99
Centrefold Squares	6.99
Chess HQ	7.99
Cloud Kingdom	6.99
Colossus Chess	6.99
Conflict In Europe	7.99
Crazy Cars	6.99
CJ in the USA	
Defender of the Crown	7.99
Deluxe Strip Poker	6.99
Double Dragon 1 or 2	6.99
Emlyn Hughes Soccer	6.99
F16 Combat Pilot	6.99
Fantasy World Dizzy	5.99
Gauntlet 2	5.99
Ghouls 'n' Ghosts	5.99
Ghostbusters 2	6.99
Golden Axe	6.99
Hard Drivin	6.99
Head over Heels	6.99
James Pond	6.99
Jet Set Willy	7.99
John Lowe Ultimate Darts	6.99
Kid Gloves	5.99
Licenced to Kill	5.99
Lombard RAC Rally	6.99
Lotus Esprit	6.99
Manchester United	5.99
Manic Miner	7.99
Michael Jackson Moonwalker	6.99
Midnight Resistance	6.99
Moonshine Racers	6.99
New Zealand Story	6.99
Operation Thunderbolt	6.99
Operation Wolf	6.99
Outrun	6.99
Pang	6.99
Panza Kick Boxing	6.99
Pipe Mania	6.99
Platoon	6.99
Predator	6.99
Pro Tennis Tour	6.99
Puzznic	6.99
Rainbow Islands	6.99
Rocket Ranger	6.49
Robocop	6.99
Rolling Ronny	5.99
R-Type	5.99
Run the Gauntlet	5.99
Shadow of the Beast	6.99
Shadow Warrior	6.99
Sky or Die	6.99
Speedball	7.99
Starglider 2	5.99
Superplex	6.99
Super Off Road	9.99
Shinobi	5.99
Shuffle Puck Cafe	6.99
Strike Force Harrier	5.99
Stunt Car Racer	6.99
Sleeping Gods Lie	6.99
Wiz Ball	6.99

Please make cheques & PO's payable to **Software Supreme**
P & P £1 per item UK Elsewhere £3 per item.
New titles sent as released and subject to price reviews

Title ………………… Price ………………
…………………………………………
…………………………………………
…………………………… P&P ……………
Computer ___________ Total ……………

Name ——————————
Address ……………………
…………………………………
…………………………………
Tel ——————————
Card No. ……………………
Expiry Date [/]
Ac ☐ Visa ☐ Ch ☐ PO ☐

SOFTWARE SUPREME
139 High Road, Loughton,
Essex IG10 4LT
24hr Ordering Service
081 - 365 0344 (All lines)
24hr FAX ***081 - 365 1650***

CU

PHOENIX

[illegible] 0532-311932

Our friendly, highly trained sales team will ensure that your order is dealt with efficiently and with the minimum of fuss.

At the time of placing your order we will advise you of anticipated delivery time and answer any other queries you may have regarding your purchase. All major credit cards accepted.

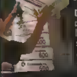
Technical Support

The Phoenix product helpline ensures that all our customers benefit from the highest level of after sales technical support.

We also offer advice to help you in choosing exactly the right product for your requirements thus eliminating the possibility of an unwanted or unnecessary purchase.

Despatch [illegible]

Once you have made the decision to purchase from Phoenix your order will be dispatched promptly and without fuss.



Using one of the countries leading courier services ensures that your goods arrive on time, intact and in the same condition they left our stock.

A Warm Welcome to

Christmas '92

Welcome to our three page Christmas-Special which has all the products you need to make this a "Happy Amiga Christmas!"

Page one is devoted to 'Options', packs which are designed to take the headache out of your choice this Christmas. All year we have been gathering regular feedback from our customers on what they think are the essential items to be found in a pack. From this information we have assembled what we and the Amiga buying public believe to be the ultimate in packs at unquestionably the best prices.

Make 'Options' your only option this Christmas!

James Millard
Managing Director

OPTION 1

ARCADE ACTION PACK

This Pack, built around the A600 1Mb machine, will provide you with everything you need to create your own 'in house' all-action arcade environment. Exploit the Amiga as the ultimate games machine!!!

NORMAL R.R.P. inc VAT.......... [illegible]
PHOENIX OPTION 1 £539.99

WHAT YOU GET!

- A600 1Mb
- Phillips Monitor 8833 MkII
- 10 Capacity Disk Box
- 10 Phoenix Bulk Disks with Labels
- Two Joysticks (fully microswitched)
- Mouse-Joystick Switch
- Phoenix Stereo Hi-Fi Sound Speakers
- ZOOL Software Pack (10 High Quality Games inc. ZOOL, Striker)
- 8mm Mouse Mat

OPTION 2

HOME OFFICE

This pack is based round the A600 HD giving you all the advantages of an electronic office environment in the comfort of your own home.

Alongside the A600 HD, Phoenix also provide you with a top selling 9 PIN dot matrix colour printer, a highly rated software package - rated 90% in Amiga Format - our own Phoenix Deluxe drive, and a full range of top quality accessories, making day to day household management easy!!

NORMAL R.R.P. inc VAT.......... [illegible]
PHOENIX OPTION 2 £939.99

WHAT YOU GET!

- A600 HD 1Mb (20Mb HD)
- Phillips Monitor 8833 MkII
- Star LC100 9 PIN Colour Printer
- 3.5" External Drive
- PA 801 RAM Expansion
- Europress "Mini Office"
- 10 TDK 3.5" Disks
- A4 Copy Holder
- Anti-Glare screen
- 500 sheets of Paper
- 8mm Mouse Mat

OPTION 3

FAMILY PACK

Based on Commodores Epic+Language pack, Option 3 gives the whole family maximum use of the Amiga.

Phoenix have added to the top quality software titles already in the pack with a choice of fun school titles for the children and Monkey Island 2 (Amiga Format Gold winner). They complete what is an unbeatable software based pack. Whether it's word processing, learning, home accounts or just good old game playing, the FAMILY PACK is all you need.

NORMAL R.R.P. inc VAT.......... [illegible]
PHOENIX OPTION 3 £929.99

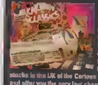
WHAT YOU GET!

- A600 1Mb Epic/Language pack (20Mb Hard Drive)
- Phillips Monitor 8833 MkII
- Star LC100 9 PIN Colour Printer
- PA 801 1 Mb RAM Expansion
- Fun School 3+4
- Monkey Island 2
- 50 Capacity Disk Box
- 10 Phoenix Bulk Disks with labels
- Joystick (fully microswitched)
- 8mm Mouse Mat

OPTION 4

CHRISTMAS CRACKER

"Unbelievable", "Crazy", are just some of the quotes from the industry regarding the demise of the A500+.



Destined never to be sold again the A500+ was superseded by the A600 range. However, Phoenix have secured one of the largest stocks in the UK of the Cartoon Classics Pack and offer you the very last chance to purchase this legendary machine!!

PHOENIX OPTION 4 £279.99
A 500+ Cartoon Classics 2Mb... £314.99

WHAT YOU GET!

- A500+
- 1Mb of RAM expandable to 10Mb
- Workbench 2.04
- Real-Time Battery Backed Clock
- Full Comprehensive Manual Set
- Mouse
- TV Modulator
- External PSU
- Lemmings
- Captain Planet
- The Simpsons
- Deluxe Paint III

WHY OPTIONS

- **ALL PRODUCTS** are full UK spec.
- **ALL PACKS** supplied with full connecting cables for immediate operation.
- **FREE** Getting Started technical guide.
- **FREE RETURN TO PHOENIX** pick-up on all faulty hardware within 30 days of purchase
- **FREE UK DELIVERY** on all Options packs
- **FREE DUST COVERS** for Computer, printer and monitor when purchasing an options pack.
- **EXCLUSIVE** technical helpline number
- **THE KNOWLEDGE** that you are purchasing from one of the premier mail order companies in Europe.

If you wish to upgrade any major item of hardware in the 'Option Pack', simply tell us at the time of ordering and we will just charge you the difference in price between the two products. Easy!

SPECIAL CHRISTMAS OPENING TIMES

Mon-Sat 9.00-7.30

PHOENIX

A 1200 AMIGA 1200 NEW

Probably the home computer of the decade, the A1200 is the latest addition to the Amiga family. Incorporating a new internal engine and many more exciting and powerful features, this machine truly takes the Amiga family into the next generation!!!!!!

68020 Processor Running at 14 Mhz • 2Mb Chip RAM (expandable to 10 Mb using 1Mb fast memory PCMCIA cards and 8 Mb 32 bit RAM in CPU slot) • New double "AA" graphics chip set • 256 colours on screen from a 16.8 million colour palette • Full Amiga Key board (with Alpha numeric Key pad) • CPU local BUS slot, (card edge)

Phoenix Price Only £379.99

A 600 NEW PACKS

'THE WILD, THE WEIRD & THE WICKED'

1 Mb A 600 as standard and includes the excellent value Software titles: Deluxe Paint III • Formula One Grand Prix • Putty • Pushover

Phoenix Price Only	£339.99!
A 600 2Mb (incl. above software)	£379.99

'EPIC' LANGUAGE PACK'

1Mb A 600 as standard and includes 20Mb HARD DRIVE the excellent value Software titles Deluxe Paint III • Trivial Pursuit • Epic • Myth • Rome

Phoenix Price Only	£484.99!
A 600 2Mb+20 Mb Hard Drive	£524.99

(includes the above detailed software)

The stand-alone A 600 in compact, semi portable, fully featured and can be purchased in the following configurations:

A 600	£274.99
A 600 HD NOW ONLY	£429.99
A 600 2Mb	£314.99
A 600 HD 2Mb	£469.99

A 600 RAM EXPANSION

Phoenix PA 601-populated-1Mb	£44.99
Phoenix PA 601-unpopulated-0Mb	£24.99
Phoenix A 600 ROM Sharer	£29.99

Keyboard switchable!

A 4000 AMIGA 4000

Features include 68040 32 Bit Processor running at 25 MHz (upgradeable) • New Double AA chipset with 16.8 million colours • high density 1.44 Mb floppy • 120 Mb IDE hard drive • New Workbench 3

AMIGA 4000	£2,229.00
A 4000 with 40/240/425 Mb Hard Drive	£POA

1500 AMIGA 1500

2.04 Workbench includes, Deluxe Paint 3, Platinum Works, Home Accounts, Toki, Puzznic, x Elf Amiga Format Book and Joystick

AMIGA 1500 ONLY	£539.99

A 500 EMULATORS

GVP PC-286 16MHz	£239.99
KCS Powerboard (with DOS 4.01)	£199.99
KCS Powerboard	£184.99
KCS adaptor for 1500/2000 ONLY	£59.99
Vortex A Tonca Plan 286 (16MHz)	£214.99

32 BIT ACCELERATORS NEW

The incredible speed of 32-Bit technology at a price you can afford only from S.S.L. Ray tracing an image that takes 24-hrs on a standard Amiga takes just 1 hr 36 mins. with an A5000!! FREE maths co-pro included with both A/B5000 accelerator cards.

A5000 + 1MB 16.67 Mhz	£249.99
A5000 + 2MB 16.67 Mhz	£289.99
A5000 + 3MB 16.67 Mhz	£319.99
A5000 + 4MB 16.67 Mhz	£349.99
B5000 + 1MB 25.00 Mhz	£499.99
B5000 + 2MB 25.00 Mhz	£669.99
B5000 + 3MB 25.00 Mhz	£829.99
B5000 + 4MB 25.00 Mhz	£979.99

A 500 HARD DRIVES

GVP IMPACT SERIES II Hard Drives, the fastest Hard Drive/Controller for the Amiga. Features Game Switch, external SCSI port, FAAASTROM SCSI Driver, GVP's custom VLSI chip and internal RAM expansion up to 8 meg! Units use high specification fast-access QUANTUM Hard Drives coming with 2yr. guarantee.

A500-HD8+ 42 Mb NEW!	£289.99
A500-HD8+ 80 Mb NEW!	£379.99
A500-HD8+ 120 Mb	£424.99
A500-HD8+ 240 Mb	£689.99

DRIVES ROCTEC

SALE OF THE CENTURY!!

Phoenix in association with Roctec and Connor, continue to achieve massive sales on this high specification, quality product. Due to the buying power of Phoenix we are able to maintain these incredible prices-prices that have left the competition GREEN with envy and the Amiga buying public licking their lips. Stocks will only last until the end of November.

ROCTEC 40 MB	£259.99
ROCTEC 85 MB	£299.99
ROCTEC 120 MB	£364.99

Featuring Connor drives-very fast access times-(19ms or better) • expand up to 8 Mb using 1 Mb Simms only • 1 year guarantee • slimline design ideally colour matched to the A500 • Own power supply

ROCTEC (controller Only)	£164.99

Same specification as the above but without the hard drive fitted so you can fit your own. Please specify IDE or SCSI

EXTRA MEMORY-Only £25.99 per Mb.

HARD DRIVES 1500/2000

Series II Hard Disk Controller/RAM card	£114.99
Series II 42 Mb Hard Disk and RAM card	£269.99
Series II 80 Mb Hard Disk and RAM card	£339.99
Series II 120 Mb Hard Disk and RAM card	£399.99
Series II 240 Mb Hard Disk and RAM card	£639.99

EXTRA MEMORY Only £25.99 per Mb.

A 500 ACCELERATORS

GVP COMBINATION ACCELERATORS & HARD DRIVES-The ultimate expansion product for the Amiga 500!

A530 Combi 40MHz + 52Mb Hard Drive	£659.99
A530 Combi 40MHz + 120Mb Hard Drive	£757.99
A530 Combi 40MHz + 240Mb Hard Drive	£979.99
A530 68882 Co-Processor	£204.99

ACCELERATORS 1500/2000 FAST

GVP G-Force 030-25MHz + 1Mb	£545.99
GVP G-Force 030-40MHz + 4Mb	£784.99
GVP G-Force 030-50MHz + 4Mb	£1099.99

ACCELERATOR RAM Modules FAST

1Mb Simm-32 Bit 60 Nanoseconds	£65.99
4Mb Simm-32 Bit 60 Nanoseconds	£182.99

EMULATORS PC 1500/2000-3000/3000T

Vortex 'GOLDEN GATE' NEW	£419.99

This emulator is the ultimate bridge between PC/AT platforms and the Amiga. If you think this is for you, cross to page three for specification details in this months 'Trail Blazers' section!

PRINTERS IMAGE

STAR

LC-100 Colour NEW!	£159.99

9 PIN colour printer with paper parking, eight fonts and electronic DIP switches

LC24-100 NEW!	£189.99

24 PIN with compressed data mode, 16 K buffer and 10 letter quality fonts,(with Star printer driver only)

LC-20	£129.99
LC-200 Colour	£195.99
LC24-20	£199.99
LC24-200 Mono	£219.99
LC24-200 Colour	£268.99
XR24-200 Colour	£379.99
SJ48 Bubblejet	£219.99

Star printers come with one year warranty

CITIZEN

Swift 240 Colour NEW!	£279.99
Swift 240 Mono NEW!	£259.99
Swift 200 Colour NEW	£219.99
Swift 200 Mono NEW!	£199.99
Swift 9 Colour SPECIAL OFFER	£179.99

Citizen printers come with 2 year warranty

HEWLETT PACKARD

Deskjet-550C (colour printer) NEW!	£559.99

300 dpi laser quality output • sharp blacks and 16 million colours available • six built in type faces-4 scalable • improved media handling • several paper sizes • FOUR TIMES FASTER than previous H.P. Deskjet range.

Deskjet 500 SPECIAL OFFER	£329.99
Deskjet-500 Colour	£449.99

HP printers come with 3 year warranty

HP black ink cartridge	£24.99
HP colour ink cartridge	£29.99

AUTO SHEET FEEDERS

STAR LC20 NOW ONLY	£57.99
STAR LC200	£59.99
STAR LC24-200	£62.99
STAR LC24-20	£62.99
STAR SJ48	£49.99

JET BUBBLE JET

CANON BJ 10eX NEW!	£224.99

Upgraded version of BJ10e, the worlds biggest selling portable inkjet printer.

CANON BJ 20 NEW!	£319.99

More Features than the BJ10, includes Auto sheet feeder. Top selling-Highly Recommended

CANON BJ 300 NEW!	£374.99

80 column bubblejet provides laser quality output.

CANON BJ 330 NEW!	£499.99

136 column bubblejet

CANON Bubblejet cartridges	£17.99

PHOENIX PRINTER PACK

Supplied with ALL printers containing 1.8m std. printer cable, printer ribbons/cartridge and 250 sheets of paper absolutely FREE.

PRINTER ACCESSORIES

We have a large range of high quality printer accessories for all the printers we sell including dust covers from £2.99 • Ink cartridges from £13.99 • Mono ribbons from £3.50 • Colour ribbons from £7.99 • Printer stands from £7.99

SILICON CHIPS

AMIGA CUSTOM CHIPS

Kickstart 2.04 ROM	£34.99		
Kickstart 1.3 ROM	£27.99	Fatter Agnus 8372A	£34.99
NEW Super Denise	£29.99	CIA 8520A	£9.99

MEMORY CHIPS

1 Mb x 8 (-70) Simm	[illegible]	1 Mb x 8 (-80) Zip	*£34.99
1 Mb x 8 (-80) Simm	£27.99	256k x 8 (-80) Zip	*£29.99
256k x 8 (-80) Simm	£12.99	1 Mb x 1 DRAM	£3.49
256k x 8 DRAM	£3.49	*This price is for 1 Mb of RAM	

These chips cover practically every popular memory expansion or Hard Drive system on the market for the Amiga ie GVP, SUPRA, MICROBOTICS, COMMODORE

> *"I must write to congratulate you on the efficiency of your mail order staff."*
> **Robert S. Blair - Denmark**

X-PA MEMORY EXPANSION

SUPRA 500RX the ultimate in Fast Ram expansion units.(*Uses 256x4 Zips)

8 Mb pop to 1 Mb*	£99.99
8 Mb pop to 2 Mb*	£124.99
8 Mb pop to 2 Mb	£149.99
8 Mb pop to 4 Mb	£209.99
8 Mb pop to 8 Mb	£309.99

VIS MONITORS

PHILIPS 8833Mk II ONLY	£194 9

Colour Stereo Monitor now including 'Lotus Turbo Challenge' and 1 years on-site warranty

COMMODORE 1085 SDI	£216.9
COMMODORE 1084 SDI	£199.9

All monitors are supplied with a FREE cable for connection to your Amiga.

MONITOR ACCESSORIES-

14" Dust covers	£4 9
14" Tilt & Swivel stand	£13 9
Anti-Glare filter screen	£19 9
A4 Copy Holder	£12.9

> *"This is is the second time I have deal with you and each time have had excellent service and rapid delivery*
> **Peter W. Beaumont - Huddersfield**

DISKS MEDIA

Don't confuse these quality disks with other currently available. 3.5" 100% certified error free 7 clip. All disks include FREE high quality Phoenix label

10	£4.99	200	£72
25	£12.99	500	£174
50	£22.99	750	£259
100	£39.99	1000	£339

TDK Branded disks- High performance media from the experts-box 10 with labels.

10	£5.99	100	£52
50	£26.99	500	£249

1000 Phoenix Disk Labels	£9

WIRE LEADS & CABLES

Midi-Midi 2m	£3.99	Modulator ext.	£9
Midi-Midi 3m	£4.99	Amiga Scart	£9.
Midi-Midi 5m	£5.99	Amiga-8833MkII	£9
Disk Drive ext.	£9.99	Joystick long ext.	£4

Mouse/Joystick ext.	£4
Mouse/Joystick splitter	£4
*Serial/Modem cables	£9
*Amiga Multisync .... from	£9.
*Amiga-Microvitec	£9.
*Amiga-CPC monitor	£9.
*Amiga RGB/TV	£9
*SCSI Cable variants	£9.

Printer 1.8m	£5.99	Printer 2.0m HQ.	£1.

*For full details of these cables information regarding the right cable the job call 0532-311684. Custom built lea are no problem Phoenix.

PHOENIX RAM Upgrade Modules

A PHOENIX RA module can expa your chip RAM up 2 Mb by using t trapdoor expansi port. Extra RAM necessary to unleash incredible graphics ca bilities of your Amiga. All our Boards carry a full 2 year double replacement guarantee. It's never be cheaper to upgrade!

1 Mb Fully populated RAM board ONLY	£34.9
1 Mb unpopulated RAM board	£16.9

VIDI MULTI-MEDIA

Rombo's Vidi Amiga 12 is the replacement for t complete colour solution bringing you the worl first mass market colour digitiser for under £10

VIDI-AMIGA 12 ONLY	£79.9

Outstanding features and plenty of VFMI (Va for money!)-Highly Recommended

ROCGEN Plus	£129.9

Quality features and performance-Recommende

ROCKEY BY ROCTEC

The new chroma key unit - used in conjunction w a Genlock - allows you to superimpose live vi over graphics or video substitute the brightne portion of a video source with a keyed ima Embed live video in graphics!

Phoenix Price	£269.9

RAIL BLAZERS-WHAT'S NEW IN NOVEMBER 1992!

[illegible]

OENIX 1Mb A600 UPGRADE

Simply the Best !

£44.99

ROCTEC ROCLITE

This famous super slim drive has now been upgraded to include Anti-click and virus checker. We have reluctantly had to raise the price of this product due to the variance of the dollar rate. However to soften the blow we will include a FREE disk head cleaner worth £3.99

Phoenix price...... £64.99

FINAL COPY-UK VERSION

This powerful, unique WYSIWYG word processing package is the best value choice for your Amiga, sharing many of the features of full-blown DTP packages

Phoenix price........ £69.99

Be safe in the knowledge that you are buying the official UK version of the product from Phoenix. BEWARE of dealers offering "Latest version" of Final Copy. This may be American product and should not be sold in the UK!

VORTEX 'GOLDEN GATE

signed for the Amiga 1500/2000/3000 3000T this is a 25MHz 80386SX PC/AT ulator. PC AT slot support Max 16 Mb /RAM, 4Mb for Amiga. Will use PC/AT IDE rd Disk and floppy disk drives 2.88 Mb under iga DOS. highly recommended

hoenix price........ £4[illegible]

AMOS PROFESSIONAL

e most eagerly awaited software package of e year, has just received an award of 97% in AMIGA. Francois Lionet's superb creation s now evolved to include numerous new atures developed from Amiga users ideas d feedback. Don't miss this six disk onanza!

Phoenix price £44.99

OPAL VISION

Amazing new 24-Bit graphics card and video system for the Amiga 1500, 2000 and 3000. Includes software suite worth hundreds of pounds. With an incredible performance, this is simply awesome

Phoenix price......£739.99

PHOENIX PRODUCTS

ouse/Joystick Switch	£13.99
t damage your Amiga's parts! This device saves r and tear makes switchover FAST. It does NOT re power unlike many others.	
mputer/Video Scart Switch	£19.99
between Video/computer signals at the push of a button	
oenix Stereo speakers NEW!	£29.99
erb sound and excellent dynamics. These two y stereo Hi-Fi speakers are an Amiga standard- cellent companion to any gaming setup!	

DISK DRIVES 3.5"

Drives feature super slim design, enable-able switch, thru port and come with a 1 year placement guarantee!

oenix Deluxe Drive	£47.99
ctec Roclite NEW!	£64.99
s famous drive has now been upgraded to clude Anticlick and Virus Checker	
sk head cleaner	£3.99

FREE FAST UK DELIVERY

EXT-DAY COURIER ONLY £4.50

SAME-DAY DESPATCH

o Credit card orders/ bankers draft/ building society cheque/Postal orders.

ALL PRICES INCLUDE VAT

MUSIC! AMIGA MUSIC

Attention all you music lovers! Phoenix have kept this unbeatable music deal running for you throughout the Christmas period.

MUSIC-X Jnr....only £15.00

When purchasing either a Phoenix Stereo Sampler or Pro Midi 2 Interface

Please Note: this is a limited offer only while stocks last!

Stereo Sampler NOW ONLY	£29.99
Combines ease of use with state of the art analogue to digital conversion technology Inc. FREE sample editing software + audio lead!	
Pro-Midi 2 Interface	£24.99
This fully featured professional quality midi interface is very flexible giving semi patch bay facilities. It has five ports in, out, thru and two switchable out/thru. Inc. FREE midi lead!	
GVP Digital Sound Studio	£54.99
High quality sound sampler for all Amiga Computers	

Amiga Music Made Easy-Only from Phoenix!

A570 CD ROM CD-ROM

This essential add-on has finally arrived, suitable for A500/A500+, A570

Phoenix price... ONLY £329.99

MICE & TRACKBALLS MICE

NAKSHA Upgrade Mouse	£24.99
(With Operation Stealth, mat & holder)	
Roctec Mouse	£13.99
GOLDEN IMAGE	
Mega Mouse	£12.99
(Has just received 90% Amiga Format Gold Award)	
Optical Mouse	£29.99
High precision, pointing device	
Crystal Trackball	£37.99
Infrared-Cordless Mouse NEW!	£47.99
(Rechargeable top selling innovation)	
Optical Pen Mouse NEW!	£39.99
High Quality 8mm mouse Mats	£3.99

IMAGE SCANNERS

Powerful image processing tools for the office or the home environment.

POWER-Features include 100-400 dpi • 64 Greyscales Thruport to printer • FREE Editing software.

Power Scanner v2.0	£94.99
Power Scanner Colour	£234.99

GOLDEN IMAGE-Hand Scanner Series

Features: 400 dpi • 256-Greyscale • Touch up and Merge it software.

AlfaScan	£124.99
AlfaScan Plus	£149.99
AlfaScan OCR *(inc OCR Software)*	£279.99

EPSON GT-6000 FLAT BED FULL COLOUR SCANNER Plug into Amiga parallel port, 600 d.p.i resolution, up to 16 million colours

Phoenix Price £989.00

ASDG-SOFTWARE-Scanning software comes in two forms, integrated into art development as a new module or used as a stand alone programme

Phoenix Price........ £109.99

ACCESSORIES STUFF

Control Centre	£34.99
Heavy duty construction, rubber edging, perfect colour match, makes an ideal workstation for the A500/A500+. A 600 control centre now available.	
DATA SWITCHES-*(25 pin D type)*	
2 way	£15.99
3 way	£17.99
4 way	£19.99
STORAGE	
90 Capacity BANX	£11.99
150 Capacity POSSO	£16.99
Disk Box 10 Cap	£1.99
Disk Box 25 Cap	£2.99
Disk Box 50 Cap	£4.99
Disk Box 100 Cap	£6.99
Disk Box 120 Cap	£7.99
Top grade, heavy duty injection moulded boxes Low cost, high quality	

AMIGA RELEASE 2

Now Only..

£79.99

The popular upgrade kit for 1.2 / 1.3 owners from Commodore is in stock and selling fast!

SOFTWARE

WORD PROCESSING / DTP

Kindwords 3	£35.99
Final Copy 2 NEW!	£66.99
Professional Page 3 NEW!	£129.99
Saxon Publisher NEW!	£119.99
Pagestream v2.2	£126.99
Pagestream Font pack 1	£44.99
Pen Pal 1.4 SPECIAL OFFER	£39.99
Prowrite v3.X	£57.99
Quickwrite	£36.99
Wordworth	£79.99
Hot Links	£52.99

INTEGRATED PACKAGES

Gold Disc Office	£59.99
Mini Office NEW!	£39.99

CAD & DRAWING

Design Works	£53.99
Professional Draw 3 SPECIAL OFFER	£79.99
Intro CAD Plus	£74.99
X CAD 2000	£99.99
X CAD 3000	£269.99

UTILITIES

Lattice 'C' v6 NEW!	£214.99
A-Talk 3	£44.99
Cross Dos v5 *(inc Cross PC Emulator)*	£29.99
Diskmaster 2	£43.99
Dos 2 Dos	£29.99
Opus Directory	£29.99
Xcopy	£36.99
Quarter Back	£45.99
Quarter Back Tools Vs 9	£49.99

DATABASE

Superbase Pro 4	£164.99
Superbase Pers 2 NOW ONLY	£39.99

VIDEO PRODUCTION/TITLING

SCALA 500	£79.99
SCALA Professional	£219.99
Big Alternative Scroller	£35.99
Broadcast Titler 2	£179.99
Font Pack 1 for Broadcast Titler 2	£88.99
Font Enhancer for Broadcast Titler 2	£88.99
Pro Video Post	£168.99
TV Show Pro	£51.99
TV Text Pro	£84.99

FRACTAL AND SPECIAL FX

Race Trace NEW!	£93.99
Deluxe Paint 4	£63.99
Deluxe Video 3	£71.99
Image Finder	£44.99
Pixmate	£43.99
Scenery Animator	£62.99
Vista	£43.99
Pro Vista	£71.99

ANIMATION

Take 2	£42.99
Image Master	£129.99
3-D Images	£36.99
Amos	£36.99
Amos Professional NEW!	£44.99
(97% in CU Amiga-Software release of the year)	
Amos Compiler	£21.99
Amos 3D	£25.99
Easy Amos	£22.99
Deluxe Paint 4	£63.99
Director v2	£71.99
Imagine v2 NOW ONLY	£189.99
Map master for Imagine	£59.99
Presentation Master	£169.99
Surface Master for Imagine	£29.99
Showmaker	£142.99
Video Director	£107.99

PRESENTATION & SLIDE SHOW

Can Do v1.6 NEW!	£72.99
Art Department Pro v.2	£143.99
Art Department Pro Conv. Kit	£57.99
Can Do It VID	£94.99
Hyper Book	£44.99

ACCOUNTING

Personal Finance NEW	£29.99
Arena Accounts	£83.99
Home Accounts 2	£39.99
System 3	£43.99
Cashbook Combo	£57.99

PHOENIX-MAIL ORDER AT IT'S BEST!

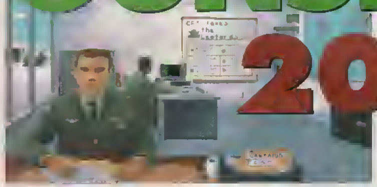
Tel: 0532 311932

PHOENIX, UNIT 19, ARMLEY PARK COURT, STANNINGLEY ROAD, LEEDS LS12 2AE.

Please make cheques payable to PHOENIX. Allow 8 working days for cheque clearance. BFPO welcome.

NORMAL OPENING TIMES: Mon-Sat 9.00am-6.00pm FAX: 0532 319061 E&O.E.

GUNSHIP 2000



Brigade Headquarters: home to the brass hats and where you get your orders.

Keeping death off the roads and putting it back in the skies, where it's so much more fun, is Microprose's formidable flight sim. Steve Prizeman, of the CU Air Cavalry, took it into the wild blue yonder.

TAKE OFF

What does 'torque' mean to you? How about 'collective cyclic'? 'Blade stall and air compressibility'? If your response is 'Eh?', the chances are you're not familiar with the principles of helicopter flight. Don't worry in *Gunship 2000* the basics can soon be grasped, and even a novice at copter flight sims can get his whirlybird airborne

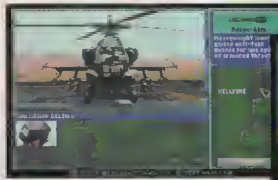
The ease is not because Microprose have skimped on realism, on the contrary the game diligently endeavours to recreate the feel of helicopter flight. Recognising that many users of the game will be more familiar with fixed-wing flight sims, the hefty manual provided includes a 30 page section on the theory and practice of flying rotary-wing aircraft Don't be deterred by the catchy opening line ('Flying a helicopter is a lesson in the physics of vectors. '), the copters prove easier to handle than the over-powered jets featured in most flight sims

If you don't want to fly by the seat of your pants, handling all that the elements, and the physics of vectors, can throw at you, *Gunship 2000* allows you to switch on certain in game helps For instance, obstacles on the terrain (hills!) may be automatically avoided, wind can be switched off, clear visibility can be guaranteed, and the altitude of the copter can be separated from pitch, roll, and airspeed It you like delegating, there is an autopilot, and control of the copter's weapon systems and counter-measures (chaff and flares) may be passed to the computer which takes the role of your co-pilot/gunner Even the quality of the enemy forces you'll be up against is adjustable, ranging from poor to elite

BAIL OUT

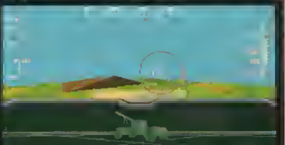
But what do you do in the game? A variety of missions, set either in Central Europe or the Persian Gulf, are available. As you might expect, most propel you into combat: Point Attack (go to a set target and kill it) or Search & Destroy (roam around, find something, *then* kill it), etc What distinguishes *Gunship 2000* from most flight sims is that this is a multi-copter game Once the player's character has risen through the ranks from Warrant Officer Candidate to Second Lieutenant (That's loo-tenant to you, boy!') a whole five helicopter flight may be brought under his command More sophisticated operations then become available Reconnaissance Tactical Support (transporting troops, supplies and wounded), Deep Strike and Search & Rescue The flight may even be split into two units and sent to different targets.

In recognition of the number of units in a flight, and the variety of tasks required of them, seven different helicopters may be used In addition to the AH-64A Apache Gunships which gave the game (and its predecessor) its name, Longbow Apaches, SuperCobras, Comanches, Kiowas, Blackhawks and Defenders are also available Their weaponry, ranging from chain-guns to laser-guided and radar-homing missiles, ensures that

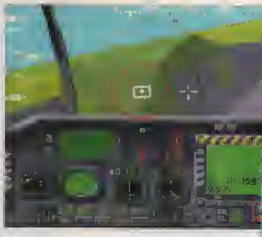


Range: 6km
Heavyweight laser guided anti-tank missile for use against armored threats
HELLFIRE

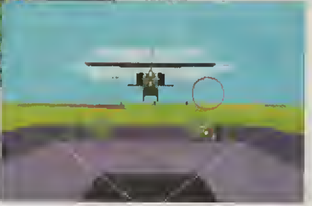
Wings of the Apache! Your favourite gunship, loaded-up and ready for the off



Longbow Apaches Kiowa Warriors, and Defenders have mast-mounted cameras giving an early warning of enemies over the horizon, before they even know you're coming Naughty, but nice!



Up, up and away! The gunship takes to the air. Anyone crossing its path will wish they hadn't tangled with it, 'cause it's in a mean-cannon mood!



Rugged terrain, like river valleys and hills, has to be negotiated whilst flying through Central Europe. Missions in the Persian Gulf don't have such problems – they just have lots of mean enemies looking for suckers like you!

you'll not only be flying some of the fastest, most agile machines around, you'll also have the deadliest.

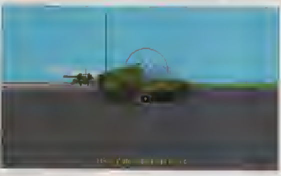
CRASH LAND

In the geopolitical world of *Gunship 2000* the (former) Soviet Union constitutes the probable source of opposition for Central European missions, showing perhaps that Cold War or no Cold War the ex-Soviets are doomed to be the bad guys in strategy games for years to come. They may have to queue for rationed cabbage, but they're certainly no push-over in the skies: watch out for Hind-E and Havoc gunships, not to mention the new Hokum purpose-built for anti-helicopter combat. In the Persian Gulf no prizes for guessing that the Iraqis are the main threat, so there is plenty of opportunity to play Saddam-busters.

Multi-copter missions are not compulsory, however, so if you prefer to go it alone single helicopter missions (and training exercises), may still be selected. Your ultimate objective (if the thrill of flying isn't enough) is to reach the rank of Brigadier General by your 99th mission. If you don't get such a distinction you can still have a respected retirement as an instructor, passing on your skills to the young bloods who will follow you. Intrepid pilots may even pick up Purple Hearts and the Congressional Medal of Honour for their efforts.

Graphically, *Gunship 2000* shares one common feature with most flight sims: however good the intentions behind it, the landscape just doesn't look very realistic. The degree of detail can be changed but still never convinces. But, like I said, this seems to be par for the course with flight sims, and *Gunship* shouldn't be penalised on that count. More important is the way the movement of the copter relates to the simulated ground beneath it – and that is conveyed well. External views may be taken, from behind the copter, following the flight of a missile, or looking (anxiously) from the position of the target you're firing at. The inter-flight screens are well drawn, and often partly animated. It's nice to know a sense of humour has been included also – click on the VDU in Brigade Headquarters a few times and see what is occupying the officer's attention.

Gunship 2000 is, in short, a thorough game which will test your tactical combat skills as well as your flying ability.



A wide range of military vehicles may be encountered on the battlefield. Make sure you can distinguish between the enemy and friendly forces, like this Hummer utility vehicle.

buyers guide

release date	Out Now
genre	Flight-Sim
team	In-House
controls	K J&K M&K
number of disks	4
number of players	1
hard disk installable	Yes
memory	1Mb

MICROPROSE £34.99

“Challenging and exhaustive respresentation of copter combat.”

GRAPHICS	82%
SOUND	79%
LASTABILITY	85%
PLAYABILITY	81%

OVERALL 83%

GETTING HISTORICAL

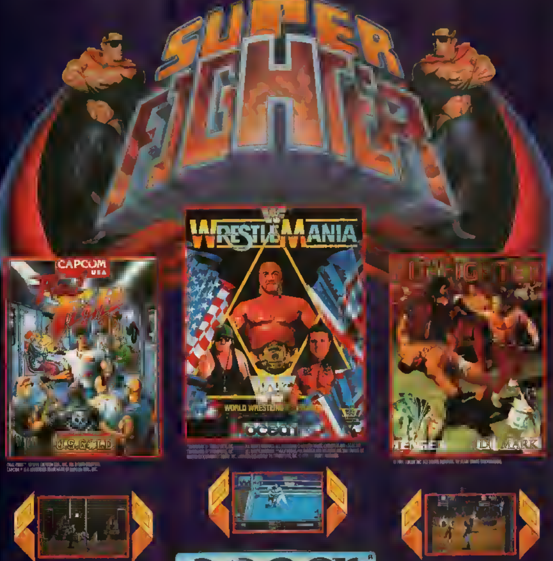
We just know who we have to thank for the helicopter – Leonardo da Vinci! Not content with painting the Mona Lisa and inventing every other machine in history, da Vinci designed a rotary-wing aircraft in the late 15th century. Working models were produced, but the real thing never got off the ground – just as well, if the Borgias or the Medici had got their hands on helicopter gunships we'd all be speaking Italian today! Ponton D'Amecourt, a Frenchman, invented a steam-powered helicopter in 1862. Although it never flew, it shuddered sufficiently to show that the basic idea was sound enough to work if the problem of finding an adequate power supply to lift such a craft could be overcome. In 1907, following the Wright brothers' initiation of fixed-wing manned flight, and the invention of the internal combustion engine, Paul Cornu (also French) invented the first working helicopter. He did not fly far, or high, but what was important was that flew!

In 1936, the Focke-Achgelis FA61, designed by Dr Heinrich Karl Johann Focke, took flight as the first helicopter suitable for practical uses. Being in Nazi Germany, however, the practical applications of the helicopter were predictably turned in a military direction soon afterwards. Flying for the first time in 1940, Anton Flettner's Fl 282 Kolibri, is recognised as the first military helicopter. From 1942 it was being launched from German warships, and later versions were employed in counter-measures against submarines.

Also in 1942, in America, Igor Sikorsky's XR-4 went into service with the US Army. Employed for scouting, delivery, and anti-submarine work, this type of helicopter became the first to conduct a search and rescue mission – going behind Japanese lines in Burma in 1944 to rescue crew and passengers from a downed aircraft. By the end of the Second World War, over 400 Sikorskys, of various designs, were being used by British and American forces.

THE HARD-HITTING BIG THREE JOIN FORCES TO BRING YOU

THE WILDEST COMPILATION PACK OF ALL TIME


SUPER FIGHTER
CAPCOM USA
U.S. GOLD
WWF
WRESTLEMANIA
WORLD WRESTLING FEDERATION
ocean
PIT-FIGHTER
TENGEN
DOMARK

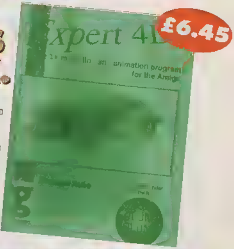
ocean

CBM AMIGA · ATARI ST
SPECTRUM · AMSTRAD
COMMODORE 64

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

EXPERT OFFER

BUY THE OFFICIAL MANUAL FOR EXPERT 4D JR, AS FEATURED ON THIS MONTH'S COVERDISK.



So you've messed around with the excellent *Expert 4D Jnr*, read the comprehensive tutorial but what now? If you want the full picture you'll find the original manual an indispensable asset. Covering the entire program and its associated sub-modules, it describes in detail how to get the most out of this powerful 3D animation package, including sections on the various rendering modes, animating scenes, advanced tricks and tips on object design and hints on how best to light-source your scenes. As well as all this, there are detailed explanations of all the rudimentary functions to turn you into a 4D expert in next to no time.

To get your copy, simply complete the coupon printed at the bottom of this page and make out a cheque for £4.95 plus £1.50 for postage and packing. Alternatively, quote your Access/Visa number and the £6.45 will be automatically be debited from your account. Once you've done that, pop it in the post and a maximum of 28 days later you'll be the proud owner of an *Expert 4D Jnr* manual telling you all you need to know to get the most out of your software. If the manual fails to be delivered on time, or you'd like further information about the offer, give HB Marketing a ring on 0753 686000 and tell 'em CU Amiga sent you.

OR BUY THE COMPANION PRODUCT EXPERT DRAW

ExpertDraw
The Vector Drawing Programme for the Amiga
g
GENISOFT

If you are involved in desktop publishing, *ExpertDraw* from GENISOFT is the ideal design product.

ExpertDraw a structured drawing package produces pictures which may be scaled or stretched at no loss of definition. Material produced with *ExpertDraw* can be used in *Pagesetter II*, *Professional Page*, *PageStream*, or any other desktop publishing package to which structured drawings can be imported.

Its many features include

- Basic drawing functions, such as freehand, bezier curve, circle/ellipse, square/rectangle, sector/segment, and text.
- Colour mixing using both RGB and CYMK (Cyan, Yellow, Magenta, Black)
- Import drawings from *Pro Page* and *Aegis Draw 2000*
- Object rotation, duplication and resizing
- Alignment of text on curves.
- Vector trace – take output from bitmapped packages, and convert it into a vector based drawing.
- Metamorphosis – change the shape of an object and automatically create the in between object shapes.
- Distortion – pull objects in different directions.

Cost: £39.95 inc. VAT (add £1.50 for postage/packing)

NAME

ADDRESS

POST CODE.

Please send me

Expert 4D Jr manual	£5.95
ExpertDraw	£39.95
Postage/Packing	£1.50

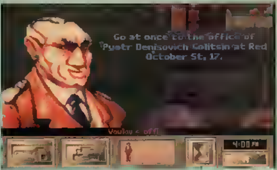
Card No.

Expiry

Send to:
H.B. Marketing Ltd
Unit 7, Boyle 14
Newlands Drive
Colnbrook
Berks. SL3 0DX

KG

Tony Horgan sticks on his Cossack hat and journeys into the seedy world of the Russian Secret Police.


Go at once to the office of Pyotr Denisovich Golitsin at Red October St, 17.

This is your boss, Volvov. Always pay attention to his orders and try to follow them to the letter especially regarding the deadlines he gives you. He's not a man who likes to wait around

If you are travelling between locations then you will be treated to a variety of these digitised static screens for you to look at whilst the game accesses the disk

The many end of game screens are not exactly graphically gruesome, but the text descriptions leave little to the imagination.

The inventory can hold an almost infinite amount of objects and from this screen you can look at them more closely or manipulate several items with each other

PSYCHO PITBULL

If there's one thing more frightening than being locked in a cupboard with a disturbed pitbull terrier, it's the reputation of the KGB. The now defunct Russian Secret Police were so sneaky in their methods that no-one even knew what the letters KGB actually stood for, let alone their methods or what they got up to. Since the fall of Communist rule and the subsequent democratic changes that Russia has witnessed, information about them has become much more accessible. Virgin obviously feel that it is now safe to release a game based around the exploits of the not exactly-pleasant Soviet sods and hence here's the arrival of Cryo's new graphical adventure.

In the game, you play Captain Maksim Mikhailovich Rukov, a newly appointed member of a sub-division of the KGB, entitled Department P. A private investigator has been murdered and you are in charge of the investigation. Whilst the death of a P.I. may not seem particularly important, it soon transpires that this dead detective used to work for the Secret Police and your boss, Volvov, wants to make sure that there are no state security implications involved. The investigation soon evolves from a simple murder inquiry to the discovery of a vast, sprawling plot which threatens the position of the then-President Gorbachev himself, but I won't spoil it by going into details.

HUGE ADVENTURE

The adventure itself is huge to say the least, and it's going to take even the most hardened players a good deal of exploring before the main part of the investigation is even touched upon. There are plenty of people to meet and interrogate and much of the puzzle aspect of *KGB* is derived from discovering the right line of questioning you need to adopt. One false word to anybody can often result in the sudden end of your career or life, but rather than prove frustrating, as is the case with some adventures, the handy addition of a 'backtracking' option means that you can often retrace your steps and try other combinations of questions which will, hopefully, result in a successful outcome. The game is quite time sensitive as well, so it is extremely important to be in the right place at the right time.

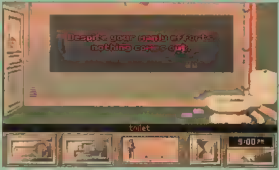
You would be forgiven for thinking that the hard edged world of the KGB might make for a seemingly depressing game, but you could not be further from the truth. Right from the start, when flicking through the manual, you can see that this is one game which will not be upping the national suicide figures. 'Beware of letting your disks fall into the wrong hands! Capitalist agents are everywhere, and any unlawful copying or distribution of these disks will result in the ultimate failure of our mission! You have been warned,' it proclaims, wisely. There's plenty of laughs to be found in the game as well, mainly adult Russian-type gags, but laughs nonetheless. In your bedroom, for example, you encounter a likely looking mirror and clicking on it reveals a list of options, one of which is to 'place yourself under visual observation' which, when selected, provokes the response 'good idea – report anything suspicious'. In another instance, Rukov stumbles into an office only to find that a certain gentleman is in extremely 'close consultation' with his rapidly blushing secretary, if you know what I mean. It's not often that a game actually provokes laughter with some consistency (I can only think of Monkey Island 1 & 2 off hand) and so it is refreshing to find a game which continually hits the giggle button with unnerving accuracy.

WHAT PROBLEM?

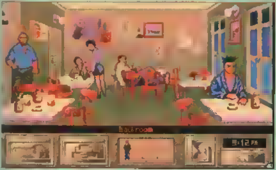
A major problem that some first person perspective adventures often have is the player interface. In *Ween*, for example, there was far too much selecting from a menu bar at the top of

GB

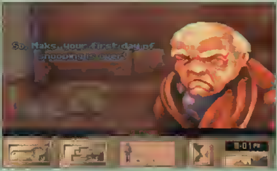
CU AMIGA SCREENSTAR


Despite your manly efforts, nothing comes out.

There are a few toilets to be found in various locations and if you attempt to use them you'll be treated to this typical example of the game's, ahem, 'toilet' humour.



There are many hostile places in *KGB*. You'll need to be particularly clever if you are to visit this club without ending your career prematurely.


So, Maks, your first day of snooping is over!

Whilst chatting to people, the game often cuts to these close-ups, revealing a character more fully. This is Uncle Vanya, a disabled gent who often grumbles when you attempt to converse

the screen, something which is never user-friendly. In contrast *KGB* positively overflows with ease of use and the interface it employs is a joy to work with. For the bulk of the game the 'smart pointer' is in use, which changes as you move it around the screen. If you place the pointer over a locked desk, for example, it will change to 'look'. If you want to move through a door then simply point at the door and the icon will change to 'go'. If you are not happy with the option the smart pointer offers you, then pressing the right mouse button will reveal a list of alternatives. The smartest feature, though, is the way that the 'look' pointer flashes when passed over an interesting object in the current location. This ensures that you don't have to search everything in any given place. The save game option wreaks of user-friendliness as it automatically inputs a filename along with a score rating.

Conversations are conducted via a series of pop-up menus which build in complexity throughout the adventure – the more you learn, the more you can talk about. These menus always appear roughly in the middle of the screen so, once again, there's no unnecessary cursor movement, a feature that will please adventurers who possess a dodgy mouse (like me).

SCRAPPY MUSIC

If there's one thing that lets the game down slightly, it's the music. It's a funky track which, although sounding very pleasant, actually feels out of place in Communist Russia. I can't imagine how the musicians arrived at the finished piece – do they think that the Soviets are constantly dancing?

Overall, though, *KGB* is one of the finest graphical adventures available to Amiga owners. Its ease of use and humour elevate it from being just 'very good' to 'flipping excellent' and it must surely rank as a must buy for all serious gamers.

KNOW WHO YOU'RE DEALING WITH

Newcomers to the violent world of the KGB could be forgiven for not agreeing with many of the organisation's methods. They are not renowned for being easy to deal with and always expect 100 percent co-operation and success. Anything less and they might well introduce you to the KGB Book of Torture – something which is enough to persuade even super tough psychos to tow the party line.

The first thing they are likely to try is sending a couple of hard-nuts round to your home with nothing more than a couple of fists to give slackers a proper 'going over', perhaps stopping only after a few ribs have been broken. Whilst this may be enough to put off the majority of people, sometimes even tougher measures are called for, like the introduction of rubber hoses, for example. Rather than coming round to water a garden, the hoses serve as whips to inflict visible damage to the skin, leaving a clear reminder of what can happen if anybody messes with them. After this you are in Extreme Pain City because their methods become even more (more!?) terrifying. How would you like to be bashed around with a sack filled with iron or your nether regions burnt with hot plates? (Put your hands down Frank Bough.)

If it's information they are after, and the pain tactic isn't working, they will almost certainly resort to drugging a suspect using a variety of illegal substances. These doses are increased until facts are gleaned, and if the suspect isn't exactly forthcoming with the goods then the dose can become so large that it can sometimes prove fatal. Someone who knows too much may well find themselves missing a tongue before too long, as the KGB don't often trust anybody outside the unions of the organisation to keep their mouth shut.

With this new knowledge you can hopefully see things under a different light and have a little more success in the world of the KGB.

buyers guide

release date	Early January
genre:	Adventure
team:	Cryo
controls:	Mouse
numbers of disks:	6
number of players:	One
hard disk installable:	No
memory:	1Mb

VIRGIN £30.99

“An essential buy for all Amiga adventurers”

GRAPHICS	91%
SOUND	83%
LASTABILITY	91%
PLAYABILITY	91%

OVERALL 90%

OFFERS FROM BCS LTD

AMIGAS! AMIGAS! AMIGAS!

B C S ORDER HOTLINE 0273 506269 PHONE NOW

PACK 1

NEW AMIGA 600

THE WILD, THE WEIRD, THE WICKED PACK + SUPERBASE PERSONAL SOFTWARE

A600 1MB FDD
DELUXE PAINT III
MICROPROSE GRAND PRIX
SILLY PUTTY
PUSHOVER
SUPERBASE PERSONAL
MOUSE ETC
ON-SITE WARRANTY

ONLY £318.99

PACK 2

NEW AMIGA 20MB HD EPIC PACK + SUPERBASE PERSONAL SOFTWARE

A600 +20 MB HD
1MB RAM
TRIVIAL PURSUITS
EPIC, ROME,
MYTH
AMIGA TEXT WP
DICTIONARY, MOUSE ETC +
SUPERBASE PERSONAL SOFTWARE
ON-SITE WARRANTY

ONLY £458.99

PACK 3

NEW AMIGA 600 BCS PACK

A600 1MB FDD
DELUXE PAINT III
MYSTERY GAME
SUPERBASE PERSONAL SOFTWARE
MOUSE ETC.
ON-SITE WARRANTY
10 3.5" DS/DD DISKS
DISK BOX
MOUSE MAT
TAILORED DUST COVER
MICROSWITCH JOYSTICK

ONLY £293.99

LIMITED STOCK

PACK 4

BCS STARTER PACK

10 3.5 DS/DD DISKS
DISK BOX
MOUSE MAT
TAILORED DUST COVER
MICROSWITCH JOYSTICK
3.5 CLEANING KIT

ONLY £17.00
WHEN PURCHASED WITH PACK 1, 2 OR 6

NEW ZOOL PACK INCLUDING:

ZOOL
STRIKER
PINBALL DREAM
TRANSWRITE WP

ONLY £15.50 WHEN PURCHASED WITH AN AMIGA. **OTHERWISE £19.99**

PACK 5

PHILIPS CM8833 MK II
COLOUR STEREO MONITOR
LOTUS TURBO CHALLENGE
ON-SITE WARRANTY
UK SPEC'
CONNECTING LEAD
DUST COVER

ONLY £225.99

PACK 6

NEW AMIGA 1200

- 68020 PROCESSOR RUNNING AT 14.19MNZ
- 2MB CHIP RAM
- 16 MILLION COLOURS
- AA CHIP SET
- NUMERIC KEYPAD
- ON-SITE WARRANTY

ONLY £374.99 OR £389.99 with new zool pack

GVP SERIES II HARD DRIVES & ACCELERATORS FOR A500

GVP 42MB HD8 II	£279
GVP 52MB HD8 II	£319
GVP 80MB HD8 II	£359
GVP 120MB HD8 II	£409
GVP 240MB HD8 II	£649
GVP A530 COMBO 40 MHz +80MB	£629
GVP A530 COMBO 40MHz + 120MB	£719
GVP A530 COMBO 40MHz + 240MB	£949

CALL NOW FOR PRICES ON RAM UPGRADES FOR GVP DRIVES

GVP SERIES II HC8 HARD DRIVES FOR A1500/2000

GVP 42MB HC8 II	£255
GVP 80MB HC8 II	£325
GVP 120MB HC8 II	£395
GVP 240MB HC8 II	£615

CALL NOW FOR PRICES ON RAM UPGRADES FOR GVP DRIVES

AMIGA BIT'S 'N' BOBS

A500 1MB UPGRADE	£29
A600 1MB UPGRADE	£42.99
A600 2MB UPGRADE	£123
A600 4MB UPGRADE	£193
A520 TV MODULATOR	£29.99
AT ONCE CLASSIC PC286 EMULATOR	£119.99
3.5 CUMANA DISK DRIVE	£52.99
SUPERBASE PERSONAL SOFTWARE	£12.00

STAR/CITIZEN PRINTERS

CITIZEN 120D 9PIN MONO	£124
CITIZEN SWIFT 9PIN COLOUR	£179
CITIZEN 200 MONO	£209
CITIZEN 240 MONO	£245
CITIZEN 240 COLOUR	£268
STAR LC-200 COLOUR	£199
STAR LC-24 200 COLOUR	£259
SEKOSHA SL-90 MONO 24 PIN	£185

ALL PRINTERS COME WITH LEAD & DUST COVER
CITIZEN PRINTERS HAVE 2 YEAR WARRANTY

ACCESSORIES/JOYSTICKS

1000 COLOURED LABELS	£8
1000 TRACTOR LABELS (WHITE)	£10
MOUSE MAT	£2.75
MOUSE HOLDER	£2.50
14" MONITOR STAND	£10
PRINTER STAND	£6
3 5" CLEANING KIT	£2.75
PRINTER RIBBONS	£CALL
PARALLEL LEAD	£8
ZIPSTICK	£11.50
QS PYTHON IIIM	£9.50
CHEETAH 125+	£8

DUST COVERS

A500	£3
A600	£3
STAR LC200	£3.50
STAR LC-24 200	£3.50
CITIZEN 9	£3.50
CITIZEN 24	£3.50
PHILIPS MKI/II	£3.50
ATARI	£3.00

WHY ORDER FROM BCS?

Established for over 3 years BCS is well known for the quality of its products and services.
WE HAVE THOUSANDS OF SATISFIED CUSTOMERS ACROSS THE UK.
Fast and efficient delivery service provided. All products sold carry 1 year minimum guarantee. All products UK spec only. All prices include VAT. DONT DELAY ORDER TODAY. CALL IN OR SEND CHEQUES/POSTAL ORDERS TO

BCS LTD

349 DITCHLING ROAD, BRIGHTON, EAST SUSSEX BN1 6JJ
ADD £4 P&P UNLESS STATED. ADD £10 FOR NEXT DAY DELIVERY (MON-FRI) (UK MAINLAND ONLY)

ORDER HOTLINE 0273 506269/0831 279084

Access

All offers subject to availability. E&OE. Prices/pack details may change without notice.
Due to currency fluctuations all prices quoted are subject to change without notice.

VISA

BCS ORDER HOTLINE 0273 506269 PHONE NOW

CRAZY CHRISTMAS

BUY THE BEST BUY FROM BCS BEWARE OF CHEAP GREY IMITATIONS

LOOKING FOR DISKS & BOXES???

LOOK NO FURTHER

REMEMBER ALL DISKS SOLD BY BCS ARE FULLY GUARANTEED

DISKS ! DISKS ! DISKS !

100% CERTIFIED ERROR FREE

PLUS FREE COLOUR CODED LABELS

50 3.5" DS/DD	£22.99
100 3.5" DS/DD	£38.99
150 3.5" DS/DD	£54.99
200 3.5" DS/DD	£70.99
300 3.5" DS/DD	£105.99
400 3.5" DS/DD	£139.99
500 3.5" DS/DD	£167 99
1000 3.5" DS/DD	CALL FOR LATEST PRICE

All prices include VAT/free labels

REMEMBER, THESE PRICES INCLUDE FREE DELIVERY

DISKS + 100 CAP LOCKABLE BOXES

100% CERTIFIED ERROR FREE

PLUS FREE COLOUR CODED LABELS

50 3.5" DS/DD + 100 cap box	£25.99
100 3.5" DS/DD + 100 cap box	£41.99
150 3.5" DS/DD + 100 cap box	£58.99
200 3.5" DS/DD + 2 100 cap boxes	£75.99
300 3.5" DS/DD + 3 x 100 cap boxes	£113.99
400 3.5" DS/DD + 4 100 cap boxes	£149.99
500 3.5" DS/DD + 5 100 cap boxes	£178.99
1000 3.5" DS/DD + 10 100 cap boxes	£ call

All prices include VAT / free labels

REMEMBER THESE PRICES INCLUDE FREE DELIVERY

DISKS + 80 CAP BANX BOXES

100% CERTIFIED ERROR FREE

FREE COLOUR CODED LABELS

50 3.5" DS/DD + 80 Cap Banx Box	£31.99
100 3.5" DS/DD + 80 Cap Banx Box	£46.99
150 3.5" DS/DD + 2 x 80 Cap Banx Boxes	£70.99
200 3.5" DS/DD + 2 x 80 Cap Banx Boxes	£87.99
300 3.5" DS/DD + 4 x 80 Cap Banx Boxes	£139.49
400 3.5" DS/DD + 5 x 80 Cap Banx Boxes	£182.99
500 3.5" DS/DD + 6 x 80 Cap Banx Boxes	£216.99

All prices include VAT/ free labels & free delivery

DISKS + 150 CAP POSSO BOXES

100% CERTIFIED ERROR FREE

FREE COLOUR CODED LABELS

50 3.5" DS/DD + 150 Cap Posso Box	£35.99
100 3.5" DS/DD + 150 Cap Posso Box	£51.99
150 3.5" DS/DD + 150 Cap Posso Box	£66.99
200 3.5" DS/DD + 2 x 150 Cap Posso Boxes	£97.99
300 3.5" DS/DD + 2 x 150 Cap Posso Boxes	£131.99
400 3.5" DS/DD + 3 x 150 Cap Posso Boxes	£180.00
500 3.5" DS/DD + 4 x 150 Cap Posso Boxes	£219.99

All prices include VAT/ free labels & free delivery

3.5 DELUXE STORAGE BOXES

10 Capacity	£1.00
40 Capacity (Lockable)	£4.10
100 Ca[illegible]	[illegible]

5.25 STORAGE BOXES

10 Capacity	£1.00
50 Capacity (Lockable)	£5.10
[illegible]	[illegible]

STACKABLE BOXES

3.5" 80 Cap Banx Lockable Box	£9.95
3.5" 150 Cap Posso Box	£15.50
5.25" 70 Cap Posso Box	£16.50

3.5" HIGH DENSITY DISKS

100% ERROR FREE / FREE COLOUR CODED LABELS

60P EACH £61 For 100 Incl delivery/labels/VAT

100% CERTIFIED ERROR FREE

5.25" DS/DD Disks	21p each
5.25" DS/HD Disks	39p each

BRANDED 3.5" DISKS (KAO/TDK)

10 3.5" DS/DD	£6.50
10 3.5" DS/HD	£10.50

BOX OF PAPER 11 X 9.5, 60GSM MICROPERF 2,000 SHEET...£11.75

BOX OF A4 PAPER, 70GSM MICROPERF 2,000 SHEETS...£12.95

AMIGA / ATARI NAKSHA MOUSE £22.50 AMAZING PRICE!

NEW

A570 CD ROM DRIVE

ALLOWS YOU TO LOAD & PLAY CDTV Software on your Amiga

BCS Price only £318.00

PRINTER RIBBONS

PRINTER	BLACK RIBBONS		COLOUR RIBBONS
	BRANDED	COMPATIBLE	BRANDED
Citizen 1200	£3.40	£2.70	N/A
Citizen Swift 9	£3.40	£2.70	£15.30
Citizen Swift 24/24E/224	£4.70	£2 70	£15.30
Panasonic 1124	£8.50	£3.58	N/A
Star LC-10	£4.47	£3.06	£6.70
Star LC-20	£4.47	£3.06	N/A
Star LC200	£6.11	£4 70	£12.30
Star LC24 10/15	£5.58	£3.53	N/A
Star LC24-200	£5.58	£3.53	£13.25

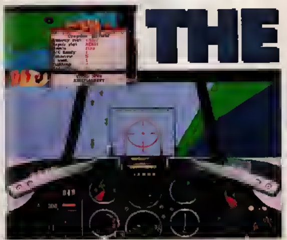
INKJET CARTRIDGES & REFILLS

HP Deskjet Black Ink Cartridge	£14.98
HP Deskjet Black Dual Capacity Ink Cartridge	£23.95
HP Deskjet 500C Colour Ink Cartridge	£26.96
Canon BJ10e/ex Black Ink Cartridge	£19.98
Black Twin Refill Kit	£14.98
Colour Twin Refill Kit	£14.98
500C Colour Refill Kit	£14.98
Amiga Colour Separation Software	£39.95

The four possible starting points. Choose whether to face the whole scenario, or just join in at the end

Have Virgin Games really managed to capture the comradeship of World War 2? Tony 'Goggles' Dillon cries chocks away...

REACH FOR THE SKIES

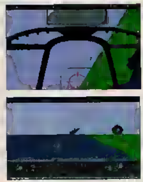


Banking to meet the German attack. They may look close, but they're probably a lot closer than you think.

(AIR)BORN CYNIC

My first thoughts, whenever loading a combat simulation of this type, are always cynical. With the exception of Microprose's *Knights Of The Sky*, I can't think of any flight simulators that have successfully created the feelings of playing as part of a team in the middle of combat. This is no exception.

In *Reach* you are posted on the south-east coast of England at the start of the Battle of Britain, and have to work your way through the entire campaign. Starting off with defending supply ships against enemy attacks, it works to a frenzied battle as we enter the blitz. At the start of the game, you choose who you want to fight for, either the RAF or the Luftwaffe. As part of the jolly old Royal Air Force, you'll spend most of your time taking out German aircraft, whereas should you join the Hun, you'll do all sorts of strikes, both air and ground based. Once the side is selected you have to choose between being a pilot or a controller. The only real difference between these two is that a controller gets to do things between missions and a pilot will hop from mission to mission, joining in whenever needed and generally soak up a lot of short-term glory. A controller is the person who makes all the big battle decisions, such as what sort of defensive moves should be made, and by how many pilots, in which sort of planes and from where. In this game you have the option of planning the strategy first as a controller and then actually switching to become a pilot to fly in the battle.



Two of the more useful views. Top: the rear view mirror actually works, giving you an all-round view

BREAKFAST

As a pilot, once you've selected the first mission you're given a list of which strikes are happening that day, and can select the one that most appeals. *Reach's* programmers have provided the player with two control options – simple or easy. In simple mode, the four joystick directions bank and tilt your plane in the usual way, and the fire button or substitute fires your only weapon, a short range machine gun. Plus and minus keys control throttle and the number keys allow external views. A basic control panel gives equally basic information, and a text bar at the top of the screen displays radio information. Regular digital flyers will feel right at home, although the lack of any radar is a bit disconcerting.

If you want to make things a little easier, there are two automatic systems which can be switched on. Firstly, there's the autogun. Once activated, should an enemy plane stray across your gunsights, the computer will open fire. The other system is an autopilot, which is used to get you to predesignated points without all the fuss and bother of navigation. There is another use for these two systems, but I can't understand why it is included. Pressing return brings up 'combat view' which is an external view of your plane with the nearest enemy craft centred on screen. Pressing 'L' locks that plane as the main target. By switching on both automatic tools now, the computer will follow the selected plane and open fire on it – dogfighting on your behalf. As dogfighting is the main point of the game, this does seem to destroy the point of playing at all.

Things improve when you play as a controller. Between missions, you are shown a map containing all your airbases, and all the enemy activity. This allows you to choose how to fight back. By using a very simple point n'click system, Virgin have managed to move this away from the tabletop game it is, to a more enjoyable break between flying. Not exactly taxing, but it is nice to see the differences between decisions, and how they shape the outcome of battle.

FOLLOW MY LEADER

The polygon graphics are quite astounding. The planes look realistic, and by using bit-mapped graphics for explosions, it's very satisfying to blow an enemy plane out of the sky. But when things start moving, the graphics lose credibility. For a start, distance between yourself and other craft is impossible to judge, as a Spitfire changes in size from being a single pixel in the centre of your view window to fill it in a matter of a second or two. The biggest problem with the graphics, however, has to be the judder. Either I'm mistaken and aircraft in WW2 could travel at speeds exceeding Mach 2, or there's some serious miscalculation somewhere. The most irritating thing about this game is the way that enemy planes can disappear as you watch them!

Reach For The Skies could have been amazing. There are so many good ideas in the design that it seems such a shame to waste them by making the game unplayable.

PLAYING BY EAR When it comes to drumming up excitement in a game like this, nothing is more effective than lots of well thought out sound effects. *Reach For The Skies*, while for the most part sounds like any other airplane sim, does have its moments. For example, sampled speech is used when radio messages come in. Although there are only a few messages, they do add to the atmosphere slightly. For example, when Blue Two yells 'Some trade for you', you know that trouble's coming!

buyers guide

release date	Out now
genre:	Flight simulation
team:	Rowan Software
controls:	K,J,M
numbers of disks:	3
number of players:	1
hard disk installable:	Yes
memory:	1Mb

VIRGIN £25.99

“Excellent ideas poorly implemented. A waste.”

GRAPHICS	65%
SOUND	69%
LASTABILITY	58%
PLAYABILITY	56%

OVERALL 59%

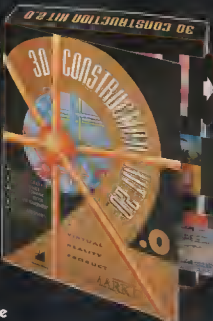
3D CONSTRUCTION KIT 2.0™

VIRTUAL REALITY PRODUCT

If you like to delve a little deeper than most, then this is the product for you.

Welcome to the world of 3D Construction Kit 2.0™ where virtual realism becomes a reality.

3D Construction Kit 2.0™ is the only virtual reality package available for the home computer.



Developed alongside professional VR products, it offers a wide range of facilities including:-

- 3D shape designer/manipulator
- Sound effects manipulator
- Game design utility
- Print out/screen dump option
- Animation programmer
- Computer VCR playback function
- Clip art library with colour catalogue

INCLUDES
FREE
TUTORIAL
VIDEO

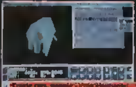
We know how frustrating it is to buy a piece of software and have to wade through a huge instruction manual just to get started. So we've included a short tutorial video to get you up and running quickly and give you a taste of what 3D Construction Kit 2.0™ is all about. Starting from scratch, the tape will show you how to create, manipulate and join objects, design landscapes and even make your own game! You'll also get a glimpse of some of the fantastic results that can be achieved once you've had a bit of practice.

Design your dream house and fly around for an aerial view

What about the kitchen? With 3D Construction Kit 2.0 it's easy to design one yourself

The Create object designer is all icon driven with just a mouse. No complicated programming - it's been done for you!

And once you've designed you object, you can colour it with a comprehensive palette



Create cars, people - even elephants! They can all be animated to provide realism within the environment you select.

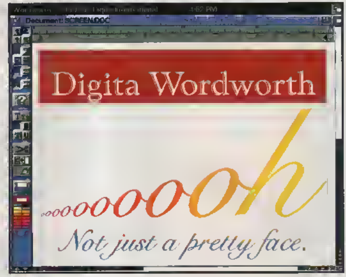
Sim-city? Make your own and look around. And don't forget, 3D Construction Kit 2.0™ has a data disc full of ready made objects to get you up and running.

DOMARK

Designed and Programmed by Incentive Software
© 1992 Dimension International Ltd. IBM PC Screenshots
Domark Software Ltd., Ferry House, 51-57 Lacy Road,
Putney, London SW15 1PR

incentive

Actual screen. Not simulated.



Digita Wordworth

oooooooh

Not just a pretty face.

If you want to take a closer look at the new Wordworth
call 0395 270273, or write to
Digita, FREEPOST, Exmouth EX8 2YZ ENGLAND

Actually, you're looking at the new Digita® Wordworth® version 2.

It's the revolutionary Intellifont® technology which produces on-screen fonts at sizes from 3 to 800 points!

Wordworth comes with 17 genuine Agfa® Compugraphic fonts, which are just about the best quality around.

Best of all, Wordworth prints silky smooth fonts at the highest possible resolution of your printer.

Which means, in human terms, unbeatable print quality. Just click the icon on the tool bar and in seconds you'll be printing jagged-free letters and graphics.

But, there's more to new Digita Wordworth than just pretty fonts. .

New features include • columns • tool bar • indexing • table of contents • endnotes • improved mailmerge and file support • bookmarks • text sorting • improved search and replace • hotlinks. In fact, there's over 100 new features and improvements.

So, if you want to print the sharpest possible letters around, trade up now from any Amiga word processor for just £59. But hurry, this is for a limited period only.

Digita Wordworth, what you see is what you get—the power to present.

DIGITA
INTERNATIONAL

Digita International Limited Black Horse House Exmouth EX8 1JL England Telephone 0395 270273 Facsimile 0395 268893

A member of the Digita group

Digita, the Digita logo, and Wordworth are registered trademarks of Digita Holdings Ltd. Scalable type outlines are licensed from Agfa Division of Miles Inc. Agfa is a registered trademark of Agfa-Gevaert AG. Intellifont is a registered trademark of Miles Inc. Digita Holdings Ltd acknowledges that all registered and other trademarks used in the text of this advert are the properties of their respective companies. Whilst every care has been taken to ensure that the information provided in this advert is accurate Digita Holdings Ltd cannot be held liable for any errors or omissions that may have occurred. Sold subject to standard conditions of sale. E and OE

LEGENDS OF VALOUR

CU AMIGA
SCREENSTAR

Attention to detail [illegible] of the game [illegible] lovingly rendered including the save game option screen.

A role playing game that's good enough to be a simulation? Tony Dillon is intrigued...

OLD HAT

Polygon games are becoming old hat. As more and more vector based simulations fly from our screens, Amiga owners are becoming desensitised to the idea Even Ocean's *Epic* or Braben's *Elite II* aren't causing quite the stir they would have 18 months ago Basically, people are getting bored with huge multi-coloured mathematical shapes. This is something that also started to happen in the PC market, and led to one of the most impressive pieces of Public Domain ever seen – *Escape From Colditz* is a speedy 3D adventure that has you racing around a floor in a German prison, I can't recall anyone not sitting back in awe the first time they saw it. The reason? A breakthrough in coding – texture mapped polygons.

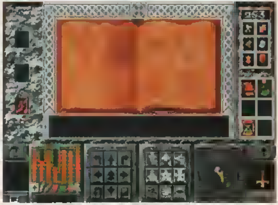
Just in case you aren't entirely sure what texture mapping is, on its base level it's taking a design and pasting it onto a polygon As the polygon is manipulated, so the design is mapped onto it, so if you were to shrink the object, its surface detail would shrink accordingly. Origin soon caught onto this and came out with *Ultima Underworld*, a *Dungeon Master*-style romp for the PC Many Amiga owners have been green with envy since then Well, now's the time to return to your normal colour *Legends Of Valour* from Synthetic Dimension (whose role call includes Kevin *'Corporation'* Bulmer and Paul *Mercenary* Wookes) is arguably one of the most impressive pieces of coding since the Amiga began But before the high praise a recap on the story so far

CASTING COUCH

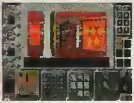
Your part in this adventure begins at the gates of the city of Mittledorf, where you have come to track down your cousin Sven From that point, things start to get a little complicated. The King has been overthrown by his cousin and the town is in a spot of trouble The sort of spot an Oxyacetylene torch couldn't remove, let alone Oxy 10. The manuals give little information about what you have to do – well, nothing too obvious anyway, so you have to work your way through this huge township, find out what the quest is, and then complete it.

Ah, but if only life were that simple Along the way you'll need to join guilds and rise through the ranks by performing small but complex tasks in order to attain full status in every profession before you can even contemplate the full quest This game is massive in every respect, so let's take it a step at a time

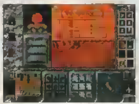
The first thing to do before you can partake in any of the game's action is to work out exactly who you are This is done at your home village via the character generator Here you can select whether to be male or female, as well as human or elven. After that there are the usual choices to make such as which weaponry and armour to buy, and then the less standard option of face building By interchanging eyes, noses, mouths and hair styles, you can build up the face of your adventurer. Believe it or not, this does



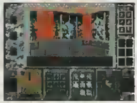
As you work your way through the game one of the things you are bound to become proficient in is magic Here you see a complete spell book. You'll start with the arrow in the corner.



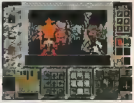
The temple at the end of Pillar Walk. Join the Guild here, and you recieve some rather nice perks, such as free healing



If it's a room you're after or just looking for a bite to eat, then you can't go far wrong with one of the local taverns.



The Mittledorf Zoo – one of the first places you should find (left at the main gate, first door on the left) Watch out for the Crimson Troll!



Underneath the city lies over forty miles of tunnels , inhabited by all sorts of creatures, just like London Underground.

EAGLE SOFTWARE

118a Palmers Road
New Southgate
LONDON N11 1SL.
(10 am - 6pm 6 days)
Tel: 081-361 2733/5730
(2733 Faxline after 6pm)
CREDIT CARD HOTLINE:
☎ 081 889 9172

SPECIAL NEW YEAR OFFER 10% OFF ORDERS OVER £75

ST & AMIGA BUDGET TITLES UNDER £10

Title	Price
1 Meg Cricket (Amiga only)	£8.99
3D Pool	£8.99
Afterburner	£8.99
Altered Beast	£8.99
[illegible] II	£8.99
Barbarian	£8.99
Barbarian II	£8.99
Batman The Movie	£8.99
Battlehawks 1942	£8.99
Beach Volley	£8.99
Blood Money	£8.99
Cabal	£8.99
California Games	£8.99
Carrier Command	£8.99
Celica GT4 Rally	£8.99
Centrefold Squares	£8.99
Chuck Rock	£7.99
Cloud Kingdom	£8.99
Colossus Chess	£8.99
Combo Racer	£8.99
Conflict in Europe	£7.99
Continental Circus	£8.99
Deluxe Strip Poker	£8.99
Double Dragon I or II	£8.99
Dragon Ninja	£8.99
Duel	£8.99
Fantasy World Dizzy	£5.99
F16 Combat Pilot	£7.99
F O F T	£8.99
Gauntlet II	£8.99
Ghostbusters II	£8.99
Ghouls'n'Ghosts	£8.99
Golden Axe	£8.99
Hard Drivin	£8.99
Head over Heels	£8.99
H. H. Guide to Galaxy	£7.99
IK+	£8.99
Impossible Mission II	£8.99
James Pond	£8.99
Jet Set Willy (Amiga only)	£7.99
Kid Gloves	£5.99
Last Ninja II	£8.99
Last Ninja III	£7.99
Lombard RAC Rally	£8.99
Lotus Esprit	£8.99
Manic Miner (Amiga only)	£7.99
M Jackson Moonwalker	£8.99
Moonshine Racers	£8.99
Narc	£8.99
New Zealand Story	£8.99
North & South	£8.99
Out Run	£8.99
Operation Thunderbolt	£8.99
Operation Wolf	£8.99
Pang	£8.99
Panza Kick Boxing	£8.99
Platoon	£5.99
[illegible]	£8.99
Predator II	£8.99
Rambo III	£8.99
Resolution 101	£8.99
Rolling Ronny	£8.99
R-Type	£8.99
Run The Gauntlet	£8.99
Shadow of the Beast	£8.99
Shadow Warrior	£8.99
Sherman M4	£8.99
Shinobi	£8.99
Speedball	£7.99
Strider II	£8.99
Stunt Car Racer	£8.99
Supaplex	£8.99
Super Hang On	£8.99
Switchblade	£8.99
Teenage Mutant Turtles	£8.99
Thunderstrike	£8.99
Turrican	£8.99
Vigilante	£8.99
War Zone	£8.99
Waterloo	£8.99
Wings of Fury (Amiga only)	£8.99
WC Leaderboard	£8.99
Xenon II	£7.99

TOP TITLES	ST	AMIGA
A500+ 1Meg Upgrade	N/A	£39.99
A600 1Meg Upgrade + clock	N/A	£49.99
0.5 Meg Upgrade + clock	N/A	£25.99
3D Construction Kit II	£36.99	£36.99
3 Stooges/King of Chicago	N/A	£8.99
4D Sports Boxing	N/A	£11.99
4D Sports Driving	N/A	£11.99
A Train	N/A	£23.99
Action Stations	£12.99	£12.99
Addams Family	£16.99	£16.99
Agony	£16.99	£15.99
Air Support	£15.99	£16.99
Alien III *	£16.99	£16.99
A Madden's Pool	£16.99	£16.99
AMNIOS	£15.99	£12.99
Amos (Easy)	N/A	£20.99
Amos 3D	N/A	£21.99
Amos Compiler	N/A	£18.99
Amos Professional	N/A	£54.99
Amos The Creator	N/A	£36.99
Another World	£17.99	£17.99
Apidya	£16.99	£8.99
Aquatic Games star J Pond	£16.99	£16.99
Aquaventura	N/A	£13.99
Armourgeddon	£15.99	£15.99
Armourgeddon Upgrade *	£10.99	£10.99
Ashes of Empire	£20.99	£20.99
Assassin	N/A	£16.99
A.T.A.C. *	£23.99	£23.99
ATOMINO	£8.99	£8.99
B17 Flying Fortress *	£23.99	£23.99
Bane of the Cosmic Forge	N/A	£24.99
BARBARIAN II (Psyg)	£12.99	£14.99
Bard's Tale III	N/A	£8.99
Bards Tale Trilogy *	N/A	£16.99
B.A.T. II	£22.99	£22.99
Battle Chess II	N/A	£14.99
Battle Isle	£18.99	£16.99
Battle Isle Data Disc	N/A	£13.99
Battle Toads	£16.99	£16.99
Big Run	£15.99	£11.99
Birds of Prey	N/A	£23.99
Black Crypt	N/A	£16.99
Blue Max	N/A	£11.99
Beautiful HD Scenery	N/A	£13.99
Buck Rogers	£18.99	£16.99
Buck Rogers II	N/A	£20.99
Cadaver	£18.99	£11.99
Cadaver - the pay off	£10.99	£10.99
Captive	£15.99	£15.99
Carl Lewis Challenge	£16.99	£15.99
Castles	£18.99	£18.99
Castles Data Disc	£11.99	£11.99
Castle of Dr Brain	N/A	£15.99
Chaos Engine	£16.99	£16.99
Chase HQ	£8.99	£8.99
Chase HQ II	£14.99	£14.99
Civilisation	£23.99	£23.99
C.Y's Air Combat	£20.99	£20.99
Codename Ice Man	£12.99	N/A
Cool Croc Twins	£18.99	£16.99
Cool World	N/A	£16.99
Conflict Korea	N/A	£21.99
Contraptions *	N/A	£18.99
Cover Girl Poker	N/A	£18.99
Covert Action	£20.99	£23.99
Crazy Cars III	£16.99	£18.99
Cruise for a Corpse	£17.99	£17.99
Curse of the Enchantia	N/A	£23.99
Cytron	£16.99	£16.99
[illegible]	£18.99	£18.99
Das Boot	N/A	£11.99
Days of Thunder	£12.99	£8.99
Deliverance	£15.99	£15.99
Desert Strike	N/A	£18.99
D/Generation	£11.99	£11.99
Disciples of Steel	£17.99	£17.99
Doodlebug	£16.99	£18.99
Double Dragon III	£16.99	£18.99
Dreadnoughts	£22.99	£22.99
Dune	£18.99	£18.99
Dungeon / Chaos	£16.99	£16.99
Dungeon Master	£11.99	N/A
Dyna Blaster	£20.99	£23.99
Elf	£12.99	£12.99
Elvira Mistress Dark	£21.99	N/A
Elvira II - Cerberus	£25.99	£23.99
Epic	£18.99	£18.99
Eye of the Beholder	N/A	£18.99
Eye of the Beholder II	N/A	£23.99
F14 Tom Cat *	£18.99	£18.99
F15 Strike Eagle II	£23.99	£23.99
F117A Stealth Fighter *	£21.99	£21.99
F19 Stealth Fighter	£18.99	£18.99
F29 Retaliator	£15.99	£15.99
Face Off Ice Hockey	£15.99	£15.99
Falcon Classic Collection	£17.99	N/A
Falcon	£11.99	£11.99
Falcon Mission Disk I	£8.99	£8.99
Falcon Mission Disk II	£8.99	£8.99
Falcon 3.0 *	£23.99	£23.99
Fantastic Voyage	£18.99	£16.99
Fate of Atlantis (Adv)	N/A	£25.99
Fate of Atlantis (Arc)	£18.99	£18.99
Final Blow	£18.99	£18.99
Final Fight	£18.99	£18.99
Fire and Ice	£15.99	£15.99
First Sam u/Mega Lo Man	£20.99	£20.99
FireStorm 4D Scenery	N/A	£13.99
Flashback *	£18.99	£18.99
Flight of the Intruder	£11.99	£11.99
Floor 13	£18.99	£18.99
Football Crazy	£14.99	£14.99
Football Manager III	£14.99	£14.99
Free DC	N/A	£18.99
Future Wars	£8.99	£8.99
Gauntlet III	£16.99	£12.99
Global Effect	£16.99	£18.99
Gobliins	£18.99	£18.99
Gods	£16.99	£16.99
Go for Gold	£8.99	£8.99
Golden Shot	£16.99	£16.99
G. Gooch Cricket	£21.99	£21.99
Graham Taylor	£16.99	£16.99
Grand Prix (Formula)	£23.99	£23.99
Gunship 2000	£21.99	£21.99
Guy Spy	N/A	£20.99
Harlequin	£18.99	£18.99
Harpoon (1 Meg)	N/A	£18.99
Harrier Assault AV8B	£21.99	£21.99
Heimdall	£23.99	£23.99
Hero's Quest (Graph)	£18.99	£18.99
Hill Street Blues	£15.99	£15.99
Hoi	N/A	£16.99
Home Alone	N/A	£23.99
Home Alone Colouring Book	N/A	£14.99
Hook	£15.99	£15.99
Hudson Hawk	£8.99	£8.99
Humans	N/A	£19.99
I Bothams Cricket	£16.99	£16.99
Indy Heat	£18.99	£18.99
Indy Last Crusade Graphic	£8.99	£8.99
International Sports Chall.	£15.99	£18.99
Ishar Legend Fortress	£23.99	£23.99
Jack Nicklaus Unlimited Clg.	N/A	£10.99
Jaguar XJ220	£18.99	£16.99
Jim Power *	£16.99	£18.99
J.Khan Squash	£8.99	£8.99
J. Whites Whirlwind	£18.99	£18.99
J. Barnes (1 Meg)	£16.99	£16.99
J. Madden's Football	N/A	£18.99
KGB *	£20.99	£20.99
Kick Off II (1 Meg)	£8.99	£8.99
Kick Off II (.5 Meg)	N/A	£14.99
Kick Off III *	£18.99	£18.99
Kid Gloves II	£18.99	£16.99
KILLING GAME SHOW	£18.99	£8.99
Kings Quest V	N/A	£15.99
Knight Mare + Hint Book	£18.99	£18.99
Knight of the Sky	£23.99	£23.99
Lawn Mower Man *	£16.99	£16.99
Leander	£15.99	£15.99
Lethal Weapon	£16.99	£16.99
Legend + Hint Book	£16.99	£18.99
Legend of Kyrandia	N/A	£20.99
Legends of Valour	£23.99	£23.99
Leisure Suit Larry I	£12.99	N/A
Leisure Suit Larry II	£14.99	£14.99
Leisure Suit Larry III	£20.99	£25.99
Leisure Suit Larry V	N/A	£25.99
Lemmings	£15.99	£15.99
Lemmings and Data Disk	£16.99	£18.99
Lemmings II *	£21.99	£21.99
Lemmings Data Disk	£13.99	£13.99
Lemmings Stand Alone	£18.99	£16.99
Life and Death II	N/A	£20.99
Links HD	N/A	£23.99
Liquid Kids *	£16.99	£16.99
Lost Patrol	£15.99	£12.99
Lost Treasures of Infocom	N/A	£28.99
Lotus Turbo Challenge II	£16.99	£16.99
Lotus Turbo Challenge III	£18.99	£18.99
Lure of the Temptress	£18.99	£16.99
M1 Tank Platoon	£19.99	£16.99
Magic Pockets	£15.99	£15.99
Man Utd Europe	£15.99	£15.99
M Ditka Ultimate Football *	£16.99	£16.99
Mega Fortress	£19.99	£19.99
Mega Sports	£16.99	£16.99
Megatraveller II	£20.99	£20.99
Merchant Colony	£16.99	£16.99
Microprose Golf	£23.99	£23.99
Midnight Resistance	£8.99	£8.99
Midwinter	£8.99	£8.99
Midwinter II	£23.99	£23.99
Mig 29 Fulcrum	£18.99	£18.99
Might of Magic III	N/A	£21.99
Moonstone	£18.99	£16.99
Monkey Island	£15.99	£15.99
Monkey Island II	N/A	£23.99
Mouse (Switchable)	£8.99	£8.99
Myth	£16.99	£18.99
Navy Seals	£8.99	£8.99
N Mansell World Champ.	£20.99	£23.99
Noddys Playtime	£16.99	£16.99
Nova Nine	N/A	£8.99
ORBITUS	£12.99	£12.99
Ork	£15.99	£16.99
Outlander *	N/A	£16.99
Pacific Islands - T Yankee II	£20.99	£20.99
Paperboy II	£16.99	£8.99
Parasol Stars	£15.99	£15.99
Perfect General	N/A	£20.99
PGA Golf Tour +	N/A	£20.99
PGA Course Disk	N/A	£10.99
Pinball Dreams	N/A	£14.99
Pinball Dreams II	N/A	£14.99
Pitfighter	£8.99	£8.99
Plotting	£8.99	£8.99
Populous II - The Challenge	£11.99	£11.99
Populous II + (1 Meg)	£23.99	£23.99
Premiere	N/A	£20.99
Prince of Persia	£15.99	£18.99
Pro Tennis Tour	£8.99	£8.99
Project X	£18.99	£18.99
Push Over	£16.99	£16.99
Putty	£16.99	£16.99
Puzznic	£6.99	£8.99
QUEST AND GLORY	£18.99	£18.99
Railroad Tycoon	£23.99	£23.99
Rainbow Islands	£6.99	£6.99
R.B.I. 2 Baseball	£16.99	£15.99
Red Baron	N/A	£15.99
Red Zone	£16.99	£15.99
Rise of the Dragon	N/A	£15.99
Risky Woods	£18.99	£15.99
Robin Hood	£16.99	£16.99
Robocod	£15.99	£16.99
Robocop	£8.99	£6.99
Robocop II	£8.99	£8.99
Robocop III	£18.99	£18.99
Robo Sports	N/A	£20.99
Rod Land	£16.99	£16.99
[illegible] *	£17.99	£17.99
R-Type II	£14.99	£14.99
Rugby World Cup	£15.99	£15.99
R.V.F. Honda	£6.99	£8.99
Sabre Team	£18.99	£18.99
Savage Empire	N/A	£22.99
Secret Silver Blades	£21.99	£21.99
Secret Weap. Luft *	£18.99	£18.99
Sensible Soccer 92-93	£16.99	£18.99
Shadowlands	£23.99	£20.99
SHADOW BEAST II	£12.99	£12.99
Shadow of the Beast III	N/A	£18.99
Shadow Worlds	£16.99	£16.99
Shoot em up Con Kit	£7.99	£7.99
Shuttle the Sim	£20.99	£20.99
Silent Service II	£23.99	£23.99
Sim Ant	N/A	£22.99
Sim Earth	£23.99	£23.99
Simpsons	£16.99	£15.99
Sinbad/Def of the Crown	N/A	£8.99
Sleepwalker *	£16.99	£16.99
Smash TV	£8.99	£8.99
Snow Bros	£18.99	£18.99
Soccer Kid	£16.99	£16.99
Space 1889	£20.99	£20.99
Space Ace II	N/A	£33.99
Space Gun	£12.99	£12.99
Space Crusade	£16.99	£16.99
Space Quest I,II,III, or IV	N/A	£23.99
Special Forces	£23.99	£23.99
Speedball II	£15.99	£15.99
Steel Empire	£20.99	£20.99
[illegible]	£26.99	£26.99
Storm Master	£19.99	£19.99
Street Fighter II	£16.99	£16.99
Strike Fleet	£19.99	£19.99
Striker	£16.99	£16.99
Super Cars II	£8.99	£8.99
Super Off Road	£8.99	£8.99
Super Space Invaders	£10.99	£10.99
Super SWIV *	£16.99	£16.99
Supremacy	£18.99	£18.99
Switch Blade II	£8.99	£8.99
Sword of Honour	N/A	£18.99
Tear Away Thomas	N/A	£15.99
Tennis Cup 2	£18.99	£18.99
Terminator II	£18.99	£18.99
Test Drive III	N/A	£15.99
The Games 92 Espana	£20.99	£20.99
Their Finest Hour	£18.99	£18.99
The Manager	£20.99	£20.99
Thunderhawk AH-73M	£21.99	£21.99
Thunder Jaws	£18.99	£18.99
Tip Off	£16.99	£16.99
Toki	£15.99	£15.99
Troddlers	N/A	£16.99
TV Sports Baseball	N/A	£11.99
TV Sports Boxing	N/A	£11.99
TV Sp. Football/Rocket Range	N/A	£8.99
Turrican II	£7.99	£7.99
Twilight 2000	£23.99	£23.99
Ugh!	N/A	£16.99
Ultima Martian Dreams *	£20.99	£20.99
Ultima V	£16.99	£19.99
Ultima VI	£20.99	£20.99
UMS II	£20.99	£18.99
UMS II Planet Editor *	£23.99	£20.99
Universal Monsters	£18.99	£18.99
Untouchables	£8.99	£8.99
Uridium II *	N/A	£17.99
Utopia	£18.99	£18.99
Utopia New World	£8.99	£8.99
Video Kid	£16.99	£16.99
Viking Fields of Conquest	£16.99	£16.99
Volfied	£10.99	£16.99
Vroom	£16.99	£16.99
White Death (1 Meg)	£12.99	£12.99
Wild Wheels	£14.99	£7.99
Willy Beamish	N/A	£15.99
Wing Commander 1	N/A	£16.99
Wiz Kid	£15.99	£15.99
Wolf Child	£16.99	£16.99
World Championship Boxing	£8.99	£8.99
W W F	£16.99	£16.99
W W F II	£15.99	£15.99
Zak McKracken	£8.99	£8.99
Zool	£16.99	£18.99

DREAM TEAM only £16.99
Terminator II, Simpsons, W.W.F.

BITMAP BROS VOL 2 * only £14.99
Xenon II, Speedball II, Gods, Magic Pockets

BITMAP BROTHERS VOL 1 only £16.99
Xenon, Cadaver and Speedball II

NINJA COLLECTION only £16.99
D. Dragon, Shadow Warrior, D. Ninja

RAVING MAD only £16.99
Mega twins, Rodland, Robozone

ACTION 5 only £16.99
Rick Dangerous II, Ghostbusters II, [illegible], [illegible] and Hard Driving

SUPER FIGHTER only £16.99
Pitfighter, W.W.F., Final Fight

SOCCER MANIA only £11.99
Football Manager II, Gazza's Super Soccer, Football Manager W.C. Edition, Microprose Soccer

POWER PACK II only £11.99
Predator II, Battle Master, Wings, It Came From The Desert

FLIGHT COMMAND only £14.99
Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase

SPORTS MASTERS only £16.99
PGA Golf Tour + Indy 500, Advantage Tennis, Europeans Championship 1992

MEGA MIX AMIGA only £10.99
Leander, Agony, Ork

RAINBOW COLLECTION only £13.99
New Zealand Story, Bubble Bobble, Rainbow Islands

COMBAT CLASSICS £26.99
F15 Strike Eagle II, 688 Attack Sub, Team Yankee

AWARD WINNERS ONLY £16.99
Kick Off, Pipemania, Space Ace and Populous

GRANDSTAND only £11.99
Gazza Super Soccer, Pro Tennis Tour, World Class Leaderboard and Continental Circus

POWER PACK only £14.99
Xenon II, TV Sports Football, Bloodwych and Lombard Rally

HOLLYWOOD COLLECTION only £16.99
RoboCop, Ghostbusters 2, Indiana Jones, Batman the Movie

HEAD TO HEAD only £26.99
Mig 29 Super Fulcrum, F19 Stealth Fighter

MAX EXTRA only £11.99
Turrican II, St Dragon, SWIV and Night Shift

BIG BOX only £16.99
Captain Blood, Tin Tin on the Moon, Safari Guns, Teenage Queen, Bubble Plus, Purple Saturn Days, Krypton Egg, Jumping Jackson, Bo-Bo, Hostages

ACTION PACK only £16.99
[illegible], Rotox, Maya, [illegible], [illegible], Fast Lane, [illegible], [illegible], [illegible]

BIG BOX II only £16.99
Back to the Future III, R-Type, IK+, [illegible], Ghostbusters, [illegible], TV Sports Football, [illegible], Armalyte, [illegible], [illegible]

TEST DRIVE II COLLECTION AMIGA only £20.99
Muscle Cars, California Challenge, European Challenge, Duel, Super Cars

STRATEGY MASTER only £21.99
Deuteros, Populous, Chessplayer 2150 and Spirit of Excalibur

4 WHEEL DRIVE only £16.99
Lotus Esprit, Celica GT4 Rally, Team Suzuki and Combo Racer

BOARD GENIUS AMIGA only £17.99
Deluxe Monopoly, Deluxe Scrabble, Cluedo Master Detective and Risk

CHAMPIONS only £13.99
Jahangir Khan Squash, Man United and W.C. Boxing Manager

SUPER HEROES only £17.99
Strider II, Indiana Jones, Last Ninja II and Spy who loved me

2 HOT 2 HANDLE only £16.99
Golden Axe, Total Recall, Shadow Warrior, Super Off Road Racing

VISIT OUR SHOP

AT
120a
MYDDLETON
ROAD
WOOD GREEN
LONDON
N22 6NQ

SHOP PRICES MAY VARY.

Please make cheques and P.O.'s payable to *Eagle Software*. P&P is £1.00 per item in the UK. Orders under £10 please add 50p per item. Europe add £3.50 per item. Elsewhere add £4.50 per item. New titles will be sent as released and are subject to manufacturers price revisions. E.&O.E. SPECIAL OFFER APPLIES ONLY IF QUOTED WHEN ORDERING

Computer ____________ Date ____________

Title ____________ Price ____________

____________ Price ____________

____________ Price ____________

____________ Price ____________

P & P ____________

Total ____________

Name: ____________

Address: ____________

____

Postcode: ____________ Tel: ____________

Card No: ____________

Exp Date ____________ Member No: ____________

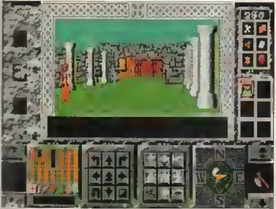
Access ☐ Visa ☐ Cheque ☐ P.O's ☐

Free Membership with First Order. No obligation to re-order

VISA

129

*Not released at time of going to press



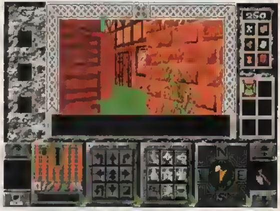
Pillar Walk, one of the more memorable locations in the city. Using landmarks like this, along with the accompanying map, is the only way to find your way around one and a half square miles.

One of the most unusual things about this game are the transparent windows

Some of the design is reminiscent of a rather spacious tudor town.

Aaaaargh! I'm under attack from a horrible werewolf. If I get bitten, I can be arrested!

On the inside looking out. Buildings are great places to hide when the police are after you



Just check out that brickwork. Good old Mittindorf masonry that, you won't find stonework like that in any of these foreign towns, or any other game, for that matter.

make a difference in the game.

That done, you step into the game and sit quivering for a bit. If you loaded the demo on November's coverdisk you'll already know how amazing the graphics are. If you haven't, go away and load it now, and come back to me when you've done so. Now you can see what I mean when I say texture mapped polygons. Running on a bog-standard A500/500+/600, the game is impressive to say the least. Stick it on a faster machine and the game becomes more realistic than Virtual Reality. Walking around the city you can't help but be amazed as cladded walls and buildings scroll past you smoothly, and even change colour depending on the time of day. They said it couldn't be done. How wrong they were.

CONTROLS

The viewing window is quite small, only taking up about a sixth of the screen. This might seem off putting at first, but after a couple of minutes of play you stop noticing. As for the rest of the screen, the bottom half is taken up with an array of icons and readouts. The icons are divided roughly into three sections, with the movement bank taking up the middle of the screen, the compass on the far right and a bunch of action icons between the two. Action icons include simple things like 'talk', which brings up a menu of categories such as 'Where is' and 'What is', and 'spell casting' which opens the pages of your spell book and shows the spells you currently have to hand.

Now, on to the serious business of playing the game. It can't be mentioned enough times, so here goes again – the game is enormous. The city itself measures a mile and a half by a mile across and is built on three levels (ground floor, first floor, dungeons). The dungeons themselves are composed of around 40 miles of tunnels and passageways making just the dungeons far bigger than the combined maps of *Eye of the Beholder 1* and *2*. There are literally thousands of characters to interact with, too, though the program only really keeps track of the 256 closest to your current location. These people all go about their daily business and might even attack you for no other reason than the fact that they don't like you. This is where the face construction comes in. When you have built your character, you are given an appeal factor dependant on what you look like. As the character develops and becomes more important, the appeal factor rises, so people won't attack or provoke you so often. Who said looks don't count for much?

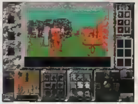
I won't beat around the bush – *Legends Of Valour* has knocked me out. This game is one that'll keep me playing to the end. At the moment I'm considering moving Christmas to sometime around the end of April just so it doesn't get in the way of this game. If you don't own a copy, then get one. Otherwise, get rid of your Amiga. You obviously don't want to put it to good use.

A1200, HERE WE COME

Although there are no firm plans laid there is a distinct possibility of an A1200 version in the near future. Making full use of the machine's speed, along with its 256 on-screen colour capability, the new version will be far more like the PC title, with textured floors and ceilings, shadows and true day/night cycles. We wait with baited breath and itching mouse fingers.

TAKING CONTROL

A game that lets you roam around in full 3D shouldn't be stifled with icon control – that's the message that comes from this game. If you're a purist, you'll have no trouble at all getting to grips with the *Dungeon Master*-style group of arrows. If you fancy a little more freedom, then clicking the right mouse button hands everything over to mouse control. Using left and right, you can spin around on the spot, and the left button makes you run forward. This system feels far more natural, and lets you get on with the business of running randomly around the city without all the fuss of carefully moving the mouse to the right icon.



Exploring every nook and cranny is an absolute necessity. Even if only to take a look at the beautiful locations.

buyers guide

release date	Out Now
genre:	RPG
team:	Synthetic Dimensions
controls:	mouse
numbers of disks:	3
number of players:	1
hard disk installable:	yes
memory:	1Mb

U.S. Gold £25.99

“An excellent adventure game. A must buy.”

GRAPHICS	90%
SOUND	86%
LASTABILITY	90%
PLAYABILITY	88%

OVERALL 88%

WEEN

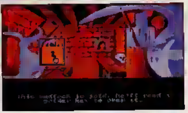
They do come up with some funny old games, those French cousins of ours. Take *Ween* for example. It's another of those strange graphic adventures, where nothing seems to follow any particular pattern, and you never quite know if they've forgotten to include half of the instruction manual, or if they meant to leave you completely in the dark.

Ween's plot is the usual kind of thing, knocked up on the Adventure Game Plot Construction Kit. You know, silly names, tales of mystical lands and unfulfilled prophecies. It boils down to a straight quest for, wait for it, three grains of sand! I can tell that's got you all excited, but simmer down, the best is yet to come. It's played with a rather scrappy looking point'n click interface, which would have been okay a few years ago, but comes nowhere near the standards of the Lucasfilm and Delphine adventures. Unlike those classics, *Ween* fails to convince you that you're in another world. Instead it just feels more like an interactive slideshow.

Puzzle-wise, it's completely illogical. Rather than being hard but fair, the solutions to the problems are just plain stupid. Once you realise that logic was a word missing from the designers' vocabulary, you end up just pushing, pulling and using everything you can lay your hands on in the hope that you'll hit the right combination of irrelevant moves. You do get a bit of help from Kevin the fruitbat, but in exchange for clues, you have to give him pieces of fruit, which are hard to come by. If you're bored of logical adventure games where everything makes sense, *Ween* is the one for you. **Tony Horgan.**

Coktel Vision £25.99

52%



CYTRON

Take the old classic *Paradroid*. Throw in a few touches of *Gauntlet*. Shrink the graphics a bit. Remove a fair chunk of playability. Give it a snazzy intro. Now what do you have? – *Cytron* from Psygnosis, another title that proves that fancy presentation doesn't make for a great game.

On loading, you are given a quick piece of Psygnosis graphical brilliance, as a ray traced robot – a mini tank – rolls along a corridor, spots a couple of flying patrol drones and blasts them out of the sky. It looks like this could be something special. Then you load the game itself, and realise that once again your hopes are to be dashed. *Cytron* casts you as a solo combat droid, out to save the lives of hundreds of scientists trapped in a research laboratory where the other robots have gone slightly mad and are attacking everything in sight. Yes, it's exactly the same as Mindscape's *D Generation*, only not as polished.

Cytron is a well designed little fellow. Not only can he stand tall as an all-round battle machine, he can also split into two more specialised characters. Cyt and Ron are called into action on levels where multiple actions need to be performed in sequence, such as switches switched and doors opened, so the two can be sent their separate ways to co-ordinate actions and save the humans.

It all scrolls around quickly, responds instantly and generally is quite playable. The real problem is that it isn't very inspiring. The small graphics have little or no character to them, and after 10 minutes of tedious blasting I was beginning to get very bored with it indeed. A simple idea, but one that has been done so many times that it just isn't worth playing. **Tony Dillon.**

Psygnosis £25.99

52%

NICKY BOOM

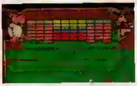
Fancy playing a game that will overhaul you with its humour and animation? Apparently that's what *Nicky Boom*, from French coders Microids, will do for you. Playing Nicky, the character from the title, you have to try and rescue your grandfather from the clutches of an evil witch who has kidnapped him and turned all the peaceful forest creatures into carnivorous freaks after your blood.

You can see from the screenshots that it's a platform game. It's also a very basic platform game, and one that seems extremely dated when placed alongside titles like *Zool* and *Robocod*. All the standard inclusions are there, such as smart bombs and hidden rooms, but that's it. Microids don't seem to have added anything in order to make the game stand out, so it doesn't. It's quite fun to play for a while, and the controls are tight enough to make it enjoyable at times, but there is so much better around. **Tony Dillon.**

Microids £25.99

65%

BUNNY BRICKS



What do you get if you cross a rabbit, a baseball bat, a gorilla, and 5000 house bricks? *Bunny Bricks*, of course, the new wacked-out release from Silmarils.

I'd like to fill you in on the whole plot, but it's so far out that you'd think I was off my trolley. The brief version is that you play a rabbit called Bunny, who has to rescue his girl from the clutches of an ape, by taking a baseball bat and knocking his way through 30 screens of bricks. Figured it out yet? Yup, it's another *Breakout* clone.

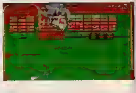
Yeah, I know – been there, seen it, done it, etc. But *Bunny Bricks* does have a few twists on the old theme. Instead of just having to line up under the ball, this time you've got to give it a crack with the baseball bat. It's hardly revolutionary, but it gives the impression of having greater control (even though in reality you've got less control than in most brick-bashers). All the usual features are here, like indestructible bricks and bonus tokens. Some of the screens have a slight puzzle element too, which usually involves hitting switches in a certain order to gain access to other parts of the screen.

Bunny Bricks is a lot better looking than most *Breakout* games, thanks to plenty of colourful cartoon backdrops. Unfortunately, whoever laid out the controls, must have been on the same trip as the bloke who dreamed up the storyline. They're far from instinctive, but you get used to them after a while. There's nothing much to shout about on the sound front, but it's all made that bit more satisfying with a good sampled 'crack' as you hit the ball.

However, addictive and humorous as it is, disposable fun like this really belongs in the budget price bracket. **Tony Horgan.**

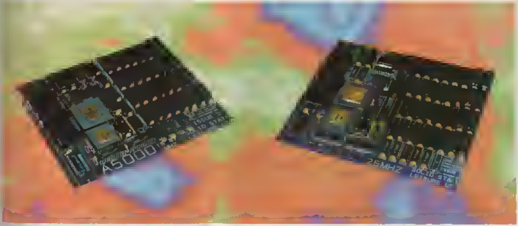
SILMARILS £25.99

42%



CONTACT YOUR LOCAL DEALER

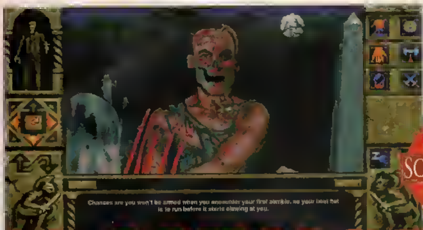
THE *A5000* AND *B5000*



TRANSFORM *YOUR* AMIGA INTO A 32-BIT DREAM MACHINE!

- Compatible with both Amiga 500 and 1500/2000
- *A*5000-16 **5.37** × faster than an Amiga 500/2000
- *B*5000-25 **10.54** × faster than an Amiga 500/2000
- *B*5000-25 as fast as a CBM *A*3000-25
- *A*5000 supplied with 68881 ABSOLUTELY FREE
- *B*5000 supplied with 68882 ABSOLUTELY FREE
- Plugs into 68000 socket for easy installation
- Supplied with 1-16Mb of SUPER-FAST-MEMORY
- Asynchronous Design for increased peripheral compatibility
- 68000 Fallback mode for 100% software compatibility
- *B*5000 has advanced 32-bit Paged-Mode design for extra speed
- ROM Shadow any KickStart into 32-bit RAM for increased speed
- Designed and Manufactured in Great Britain
- Advanced 4-MegaBit Technology on *B*5000 sets new standards for 'Value for Money'
- A High Quality product at a price ***you can*** afford!

DEALER'S PHONE 0933-650677

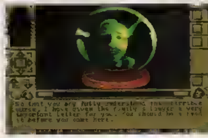


Chances are you won't be armed when you encounter your first zombie, so your best bet is to run before it starts clawing at you.

WAXWORKS

Our very own House of Horrors star, Mark Patterson, puts quill to parchment once more.

This ghoul is your guide through your uncle's museum. He doesn't say much, and disappears shortly after meeting you



So that you may fully understand the terrible curse, I have given the family's lawyer a very important letter for you. You should have read it before you came here.

Your uncle is on hand to offer pearls of wisdom. It pays to consult him every time you enter a new location.

Enter this display to be transported back to ancient Egypt. This time you're after an ancestor's twin sister who's a right nasty bit of work.

I'M MELTING

Following the success of the *Elvira* games, Horrorsoft return from the pits of eternal damnation (or wherever they spend their hols) to feed gaming blood-lust with their unique brand of computer horror.

Like *Elvira 1* and *2*, *Waxworks* takes the form an RPG. Although this time Horrorsoft have concocted a plot which lets them make the best cliches whilst including a few lesser known horror formats.

The game starts with your character receiving a message informing him that he wasn't, contrary to what his mother told him, an only child. It turns out that he has a long-lost twin brother who's intent on bringing Satan into the world, and could you see your way to sorting him out. It goes on to say that due to a curse or bizarre genetic make-up, twins have been common in your family, and throughout time one has wandered off to commit every day acts of despicable evil, while the good one attempts to stop them.

Your uncle is the person responsible for this letter, which also contains an invite to his house. On arriving you find your host has turned up his toes some days before, and that he employs a servant more suited to the Hammer movies' costume room. What he failed to mention in his letter was that he has built a wax-work museum in his house, with the exhibits depicting gruesome scenes from history, such as Jack the Ripper going about his business.

SPIRIT GUIDE

Fortunately, your uncle wasn't one for taking things like death on the chin, and his spirit returns to explain exactly how you're supposed to rectify your ancestors' wrongs. Each diorama is actually a gateway through space and time, rather than a piece of sicko art, so that you can actually travel to the locations depicted.

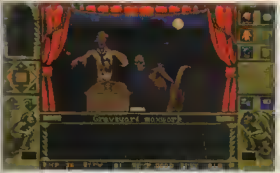
In front of each scene is a plaque which tells you exactly what happened, with the story culminating with a mysterious stranger arriving in the nick of time to save the day. All you have to do to sort things out is step into a scene, instantly becoming the mysterious stranger, then track down and slaughter your homicidal relative.

To begin with only ancient Egypt, Jack the Ripper's London, an old mine-shaft and a spooky graveyard are open to you. These can be entered in any order, as any objects you collect within are lost when you exit. When these are completed other scenes open up, culminating in a show down between you and your own nefarious twin.

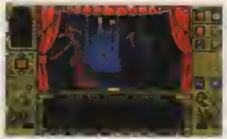
Each stage has its own set of graphics, tricks, traps and creatures. While the objective in each is to find and kill someone, the puzzles vary greatly. Although I only got about a third of the way into the game, I never found it repetitive, which is exactly what I had expected it to be.

CHARACTER CONTROL

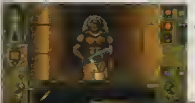
The control system, as is common nowadays, is entirely point'n click. To examine an item you simply double click on it, and to pick it up you drag it onto the inventory window. The only problem with this system is that it's very easy to overlook an important item, so it's essential to click on everything in the area. While this system works well for the most part, it can be fiddly if you need to change weapons or par-



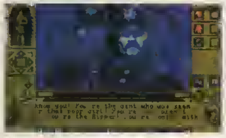
The graveyard is the most horrific of the early levels. There you face zombies who are really hard to kill, mainly because hacking their heads off has no effect.



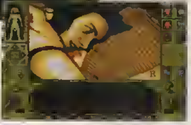
Grab the knife to defend yourself. The lamp also comes in handy later on. When searching a room always turn side on, as there are always objects to the sides.



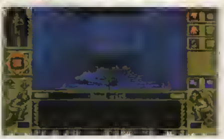
One of the less gruesome baddies that you may meet. However, don't be lulled into a false sense of security by this guy, as he certainly means business. Despatch him as soon as possible.



Your first task in London is to avoid the police, who reckon you're Jack the Ripper. There's no time for anything, so leg it as soon as you enter.



When you take a peek at some corpses you'll be treated to a fairly gory close-up of the poor victim. Best not to hang around dead bodies for too long, though, or you may be taken for the killer.



If the bobbies catch up with you your last few minutes of life will contain a lot of twitching and foaming at the mouth as you dangle from the end of a hang man's rope.

form a similar act, in a hurry, which leads to some very untimely demises.

Combat is very simple. When you've chosen your weapon you simply click on which bit of your foe you want to strike at. Depending on when you click, your character will either lunge or swipe. If you're facing a human shaped creature, it doesn't matter too much but when it comes to your everyday creatures from the darkside, you have to be very selective about which tentacle you're aiming for. The status of your enemy is shown graphically by the amount of wounds on their body. What's really neat is that the corpse is added to the game map so you can use your victims as markers to help you find your way around.

WATCH OUT MARY WHITEHOUSE With a name like Horrorsoft, you wouldn't expect this company to produce games with, say, fluffy lambs skipping across fields. No, if these guys were to feature anything four-legged and furry it would either have fangs and an insatiable bloodlust or they'd have someone setting a flamethrower on it. This brand of 'creative' imagination has lead to the inclusion of some rather colourful (i.e. red) graphics. For instance, examining the corpse of Jack the Ripper's latest victim and you get a pic of a young lady, with a large slit where her throat should be. Shortly after, if you don't make the right moves, the good old bobbies catch you and you're then treated to a close-up pic of your character hanging neck-first from 12 feet of rope.

Naturally this sort of thing isn't everyone's cup of tea, so if you're offended by the sight of maidens being shut in coffins and zombies stripping the flesh from twitching corpses, you'd be advised to stick to something that lets you drive cars or stomp on aliens with a fast-moving rodent.

You're not without help in your quest. Your character has a number of psyche points which can be spent summoning his uncle's spirit. When it appears you're given a list of questions to ask him, all of which are relevant to that scene and your current situation. I found this feature particularly useful, as it provides further background to your current quest as well as the odd life-saving tip.

DIGITISED GRAPHICS

The graphics are superb. Much of the time is spent looking at repetitive scenery, but when you come to a key location you're treated to some very smart graphics. The graphics artist must have received a video camera for his birthday, as there are a few bits of digitised animation, along with static digitised pics, to which he's added a variety of throat and facial wounds, along with generous amounts of blood. The music is a little clumsy at times, but there's a different piece for each level which compensates slightly.

Waxworks is set over a whopping 10 disks, which to my mind makes it one of the largest games on the Amiga. While this could lead to all sorts of disk swapping malarkey, it appears that each individual scene has a disk of its own. While there is a certain amount of accessing when you enter a key location, the overall amount isn't much. If you've got a hard drive, though, most of the above problems disappear.

More than the technical excellence, what makes this game really special is the plot. I can't remember having played such an imaginative and involving game. Each one of the subplots is good enough to stand up as a game in its own right. Whether it's nineteenth century London or wandering around a third dynasty pyramid at Saqqara, the atmosphere is fantastic. It's really good to see a game which doesn't rely on hordes of orcs and trolls to provide RPG entertainment. This goes down as one of my top three games of the year, and one of my all-time favourite game concepts. If you can handle the horror, you can't afford to miss this.

buyers guide

release date	**Out now**
genre:	**RPG**
team:	**Horrorsoft**
controls:	**Mouse**
numbers of disks:	**10**
number of players:	**1**
hard disk installable:	**Yes**
memory:	**1Mb**

ACCOLADE £34.99

❝ One of the best RPGs I have seen in a long time. ❞

GRAPHICS	89%
SOUND	80%
LASTABILITY	92%
PLAYABILITY	90%

OVERALL 91%

CDTV GAM

Is CD-ROM really destined to a life of running audio-visual encyclopedias? Tony Horgan takes a look at the first of two games that Psygnosis hope will change the face of CD gaming forever.

NEW ANGLES

We all know that CD-ROM holds huge potential for games. Despite having 600Mbs to play with, and the opportunity to spool video animation and CD quality sound direct from the disc, so far we've been offered nothing more than ports from existing floppy games. Determined to make their mark on the new-born CD games market, Psygnosis have approached the job from a completely different angle, and the results are just about coming to fruition.

First off the blocks is likely to be *Microcosm*. Taking the basic theme of the two films Fantastic Voyage and Inner Space, it's an epic action adventure that's had a development team of around 32 people working on it for the last 12 months.

It's the year 2051, and one corporate buy-out after another has lead to the formation of two massive companies, with the finances of the world depending on their success and failures. Both have decided that there's no room for the other. However, while one attempts to get the upper hand through honest business dealings, the other resorts to more sly tactics. They've implanted information-extracting computer chips into the brain of rival company boss Korsby, the plan being that they can now predict their competitor's future deals, and take action accordingly.

INJECTED WITH A POISON

Playing the role of an air-ace of the future, you're miniaturised, injected into the boss's bloodstream, and given the task of finding and destroying the implant. In typical Psygnosis style, it will be fronted by an extravagant intro animation, which sees the camera zoom into a planet surface from outerspace, down through the cloud base, swooping into a futuristic cityscape, along the alleyways and streets, through a window into a lab containing Korsby's body. Entering one of the life-support tubes connected to the body, the player is sucked into the blood system, and takes control of the craft.

Some scenes in *Microcosm* are very similar to the film Inner Space, especially the shots of the ship travelling in the arteries

You might think that's the last of the fancy graphics, but that's where *Microcosm* is different. That same cinematic quality visuals continue right through the game itself! Your put in control of a minute bio-ship, hurtling through the veins of Korby's body. Not for the squeamish this one – the inside of the veins look horribly realistic, with strings of goo hanging down like stalactites. In fact, it's just like in those medical documentaries that always come on when you're having your tea, with a surgeon poking a pointy little camera on a wire down some poor soul's various pulsating orifices.

24-BIT SLIME

It's light-sourced colour 3D all the way, but there's not a vector or polygon in sight. Instead, everything has been ray traced on professional 24-bit systems, down-converted for Amiga/CDTV compatibility, and written onto the CD. Once in the game, the background images are loaded from the disc, and played like a series of multiple choice animations, depending on which route you take.

The real action takes place over the top of these stunning backgrounds. On your way to the brain, you'll have to fight off countless enemy ships, implanted to stop any such counter missions such as your own. Any new development is accompanied by a brief cut-scene, showing for example, a full-screen close-up of your ship as it bobs and weaves through the tunnels.

This is just the stuff to kick start the CDTV and CD-ROM scene. If this doesn't set the market alight when it's released in March 93, nothing will.

This 24-bit rendering makes up part of the opening sequence. Unfortunately, pictures of this quality are going to be hard to transfer to the Amiga, even with CDTV.

The ship approaches one of the implants in Korsby's body. Take careful aim and blow it away before the rival corporation's goons get to you.

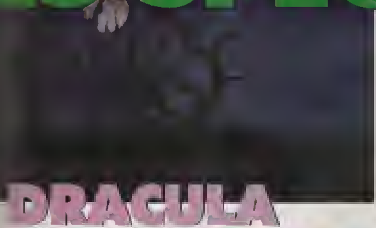
BEHIND THE SCENES

We were so stunned by the quality of the two upcoming titles that we thought it only fair to give credit where credit's due. So, here's a role call of the team involved:

- **Publisher:** Psygnosis

Development Team:
- **Artists:** Neil Thomas, Lee Carus-Westcott, Garvan Corbett, Jeff Bramfitt, Jim Bowers, Neal Sutton, Nicky Carus-Westcott, Mike Waterworth, Chris Moore, Gary Burley
- **Programmers:** Paul Frewin, Chris Wylie, Gavin Dodd, John Gibson, Dave Berisford, Kenny Everett, Mike Anthony, Andrew Teon, Simon Moore, Stuart Sargaison, Dominic Mallinson.
- **Designers:** Tony Parkes, Nick Burcombe, Nik Wild.

MES SPECIAL



DRACULA

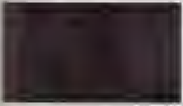
Not content having just one enormous CD-ROM project on the go with *Microcosm*, Psygnosis are beavering away on another monster. *Dracula*, no stranger to computer games, is soon to make his first appearance on CD-ROM.

THE WOW FACTOR

If Psygnosis had their way, all games would simply be marked with a 'Wow!' factor. If that was the case, they'd have had quite a few 90% reviews by now. Even going back to the days of *Arena* and *Barbarian*, and more recently the *Beast* series, they've always managed to produce that jaw-dropping initial impact that shoots right off the gosh-o meter. Guess what? They're at it again.

In a first for Psygnosis, they've won the rights to publish the official game of the forthcoming Dracula film. Starring Anthony Hopkins among others, Dracula opened in the U.S. in the autumn, and packed out cinemas across the country. Psygnosis are hoping for a repeat performance when it opens here in March.

The movie follows the plot of the original novel fairly closely. Jonathan Harker is the good guy, who finds himself in dealings with the Count, who wants to get himself a bit of property over in Olde England. All seems well, as Harker accepts an invitation to lodge at the Count's castle in Transylvania. All this changes when Dracula spys a photo of Harker's girlfriend, who bears a remarkable resemblance to an old flame. Soon she becomes an obsession, and Harker begins to get the feeling that the Count has an ulterior purpose when he asks him to stay for a little bit longer. Harker has to try to stop Dracula getting to England and putting his pointy fangs into his girlfriend. This is a perfect plot for a platform based beat'em up, after all haven't we all heard much more ludicrous plots used for these kind of games?



As an eerie fog drifts into the forest all good adventurers should be tucked up safely in bed – NOT!

After the Psygnosis team had been digitised, the pictures were retouched using *DPaint*.

As with their other big CD title *Microcosm*, the 'blimey, that's good' comments, are induced by the stunning visuals. With the help of a Soft Image professional 24-bit 3D animation system, the Scouse lads have produced a game that looks like nothing you've ever seen before.

Most of the game takes the form of a horizontally scrolling beat 'em up, with arcade adventure elements creeping in at certain points. As far as the gameplay is concerned, it's fairly straightforward. Different levels take you through swamps, forests and castles, throwing up bats, ravens, rats, bewitched statues, gargoyles and Dracula himself, who has to be battled a number of times before the final conflict.

REAL 3D

What makes it different from anything else are the graphics. We've all seen parallax scrolling backgrounds, sometimes with dozens of planes as in the *Beast* games, but nothing can compete to the illusion of three-dimensional depth given by the backgrounds of *Dracula*. Usually parallax effects are created by moving sets of flat graphics at different speeds, with those in the foreground moving fastest. This can be very

The representation of Dracula's castle has closely matched the descriptions in the original novel by Bram Stoker.

Weird creatures roam the corridors after dark. Any sensible man would follow Dracula's instructions to remain in his room. Unfortunately, hardened adventurers don't have the sense to follow simple instructions, so it's off for a bit of wandering.

effective, but it still looks like a load of card board cut outs moving across the screen.

Imagine you could dispense with all that pseudo-3D scrolling, and walk around in a fully ray traced texture mapped environment, that scrolled and panned under your control. Impossible? Don't you believe it, because that's just what you get with *Dracula*! Whether you're running through the icy wind in the spooky forest section, or hacking your way through the castle stage, you can't ignore the amazingly solid looking backgrounds as they scroll past.

What makes it even more convincing is that this isn't just an automatic slideshow animation running behind the main action – it's all under your control. Not only do you walk along in front of these wonderful 3D scenes, but you also interact with them to a degree, walking up rendered animated staircases, opening trap doors and so on. If all this wasn't impressive enough, you get even more mouth-watering animations as you move from one scene to another, with dynamic panning and zoom shots taking you around from place to place.

BLUE MOVIES

Innovation number two concerns the rest of the animation. The design team wanted to get the most realistic sprites possible, to equal the standard of the backdrops. However, digitising figures directly from the film wasn't viable. Instead, Psygnosis had to turn their hands to a bit of dramatics themselves.

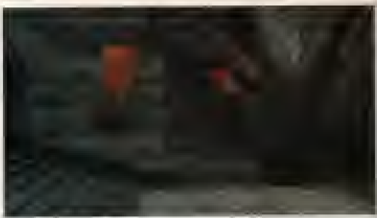
Dolled up in their own replica costumes, the team got out their video camera, and shot themselves running, jumping, dying, casting spells and all that kind of thing. These Oscar-worthy performances were then transferred to *Deluxe Paint* for retouching and animating, separated from the background using a variation on the 'blue screen' technique, the same method that's responsible for putting Doctor Who on the Planet Tharg, and superimposing newscasters on footage of efficient-looking office scenes.

Due for release in March '93, *Dracula* could be to the CDTV what *Defender of the Crown* was to the Amiga. It remains to be seen whether the gameplay can equal the graphics, but either way, it looks set to shift quite a few units this Easter.

THE COMPETITION

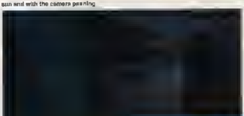
So what are these gorgeous games up against then? So far, most of the games to appear on CD have been identical to their floppy counterparts. The trend has been to get existing games lock, stock, and barrel onto CD, then fill up the rest of the disc with extra soundtracks, intro animations, or simply skip at porting the basic game. Some of the recent releases have started to show a little flair in design. Take *Sherlock Holmes: Consulting Detective*, from Icom Simulations, which was a title that not only used the visual storage capacity of the CDTV well, it was also a decent game.

Although the CD-ROM concept has been knocking around for a few years now, it's still quite a recent development in reality, but unless more of the potential is tapped soon, it could die an untimely death before it's got off the ground. After all, hardware is only as good as the software it runs. With *Microcosm* and *Dracula*, Psygnosis seem to be the only team using CD-ROM as anything other than a big floppy. So what about the rest of you, eh? Get your fingers out!

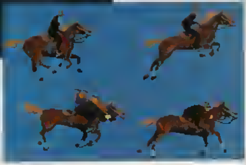


These wonderful quality pictures will, hopefully, be matched by an equally haunting soundtrack. Let's pray that Psygnosis have the sense to include some spot effects, like the hollow sound of footfalls on the stairs.

The sun sets on another day. It's only at night that our hero's, Jonathan Harker, worries really begin. The plan for this scene is to track the hero as he moves across the screen. The shadows will be continually rendered, live, so that they move with the setting sun and with the camera panning.



The scene is set outside Dracula's castle with a superb animated intro. Dynamic panning shots and thunderous sound effects get the pulse racing ready for the spooky action to come.



The horse's movements were taken from a real one using a video camera. Each frame was then digitised, and then the whole sequence was strung together using *DPaint*'s animation features.

Redwing

If you want to play great games......

From deep-space arcade blasters to tough strategy workouts, from breathtaking simulations to mind-numbing role play epics, from god sims to sure fun cartoon classics; from hot rubber to the deepest dungeons. Great games software for AMIGA. Over 900 top titles. BARGAIN prices. FAST mail delivery. Order direct from the many bargains shown here. Or join Redwing Games Club for just £3 and get the additional benefits of membership including regular updates of our great catalogue and amazing further reductions on the latest software. Club members are under no obligation to purchase. Here are just some of our great bargain offers

£6.99 (RRP £7.99)

[illegible] APB Action Fighter Afterburner Altered Beast [illegible] Arkanoid 2 Bad Barbarian 1 or II Batman [illegible] Batman Movie Beach Volley Bionic Commando [illegible] Boxing Manager Bubble Bobble Cabal [illegible] Games Castle Master Colin's Rally Chase HQ [illegible] Cybercon, Dragon Ninja [illegible] Driller [illegible] Fantasy World [illegible] Manager Footballer of Year 2 Gauntlet 2 [illegible] Ghouls Hard Drivin, Heavy Metal [illegible] Impossamole, Ice Hockey International [illegible] Ivanhoe James Pond Jaws Jungle [illegible] Kid Gloves Kwik Snax Last Ninja 2 LED [illegible] RAC Rally Magicland Dizzy [illegible] Soccer Midwinter Midnight Resistance [illegible] Racers, Moonwalker Navy Moves N Z Story, [illegible] Ninja Spirit North & South Op Thunderbolt Op [illegible] Pang Platoon Predator Prince of Persia Pro [illegible] Puzzles Quattro Fighters Quest of Agravain [illegible] Rainbow Islands Red Heat Renegade [illegible] 101 Rick Dangerous Robocop, Run the [illegible] Scramble Spirits Shadow Warriors, Shinobi [illegible] Shuffle Puck Cafe Sir Fred [illegible] Space Harrier 2 St Dragon Stag the Slug Steve [illegible] Street Fighter Strike Force Harrier Strider [illegible] Car Racer Super Cars Super Hang On [illegible] Team Suzuki Tennis Cup Thunderblade, [illegible] Car Racer [illegible] Dizzy Turrican 2 Vector Cycle Vigilante [illegible] Winning Tactics Wizball WC [illegible] or WC Football Manager [illegible]

£7.99 (RRP £9.99)

[illegible] Beat [illegible] Blood Money BSS Jane Seymour [illegible] Carrier Command Continental Circus Deadline [illegible] of the Crown Double Dragon [illegible] 2 Emlyn Hughes [illegible] Combat Pilot Hitchhikers Guide Hunt for Red [illegible] [illegible] Lotus Esprit Manchester [illegible] Menace Monty Python Mystical [illegible] Ninja Warriors Nitro Operation Combat [illegible] Beast Shoot Em Up Con Kit [illegible] Sinbad [illegible] Spellbound [illegible] Manager Super [illegible] Switchblade II TV Sports [illegible] [illegible] Wishbringer Xenon 2 Zork 1 2 or II

£9.99 (RRP £10.99)

[illegible] Carrier Command, [illegible] Chuck Yeager 2 Flood Immortal Imperium [illegible] Brothers Magic Fly [illegible] Sim or One Starflight [illegible] Swords of Twilight

£16.99 (RRP £25.99)

[illegible] Family Adventures [illegible] Air Support [illegible] Alien Breed Alien Storm Alien 3 Armour [illegible] Another [illegible] Archer McClean's Pool Aquaventura Armour [illegible] Assault on Alcatraz Awesome Back or [illegible] 2 [illegible] Beast Busters Big Run [illegible] Blood Crypt Blade Warrior Bonanza [illegible] Bomb Club Brian [illegible] [illegible] Cadaver California Games 2 Captive Carthage [illegible] Champion of the Raj Championship [illegible] Manager [illegible] Chess Player 2150 [illegible] Chuck Rock 2 Chuck Yeager 2 Close [illegible] [illegible] Contraptions Corporation Crazy [illegible] Cybercon 1 D-Generation Darkman [illegible] Deliverance Devious Designs Die Hard 2 [illegible] Disciples of Steel [illegible] Dragon 3 Dragons of Flame Dungeon Master+ [illegible] Arcade Euro [illegible] Exile Face Off [illegible] Fantastic Voyage [illegible] Final Fight Fire [illegible] First Contact [illegible] Football Crazy Challenge [illegible] Football Manager 3 Fuzzball G-Loc [illegible] Gods Gold of the Aztecs Golden [illegible] Golden Shot G Taylor Soccer Hagar the Horrible [illegible] Hard Drivin 2 Harlequin Heroquest Hill Street [illegible] Hook Hot Rubber Hudson Hawk Humans 1 & [illegible] Indianapolis 500 [illegible] Jaguar XJ220 [illegible] John Barnes [illegible] John Madden Football [illegible] Kid Gloves 2 Kick Off 1 Killing Cloud [illegible] Last Ninja 3 Lawn Mower Man [illegible] [illegible] Lethal Weapon 3, Lemmings [illegible] Liquid [illegible] Liverpool Lord of the Rings [illegible] [illegible] Turbo Challenge 2 Lotus 3 [illegible] Challenge [illegible] Magic Pockets Man Utd Europe Mega Twins [illegible] Mutant [illegible] Colony Moonshine Murder Myth [illegible] Nightshift, Obitus, Oh No More Lemmings, Out [illegible] Europe Outzone, Paperboy 2 Parasol Stars, [illegible] Pinball Dreams 1 or 2 [illegible] [illegible] Project X [illegible] Pushover Putty [illegible] [illegible] 2 Ramparts Red [illegible] Red Zone Retro [illegible] Robocop [illegible] [illegible] 3 Robozone Rodland [illegible] [illegible] Rugby World Cup Rules of Engagement [illegible] Saint Secret of Monkey Island (1 Meg), [illegible] Soccer Shadow of the Beast 2 Shadow [illegible] Silkworm Sleepwalker Smash TV Soccer [illegible] Super Space Crusade Space Gun [illegible] 2 [illegible] Steve McQueen [illegible] Striker Super League Manager [illegible] Super Space Invaders Suspicious Cargo [illegible] [illegible] 2 Test Drive II The Carl [illegible] Challenge, The Executioner The Simpsons [illegible] Thunder Jaws, Tip Off [illegible] Total Recall [illegible] Tunnels of Armageddon [illegible] UMS 2 Planet Editor Vector Football [illegible] Vroom Warlords [illegible] 2 Wild Wheels Winter [illegible] Wizard [illegible] World Champ Ice Hockey [illegible] Rugby World Series Cricket Worlds of War [illegible] Zool

£19.99 (RRP £29.99)

Air Bucks Altered Destiny [illegible] 1 [illegible] Trilogy [illegible] Cauldron Breach 2 [illegible] Centurion, Crime City [illegible] for a Corpse Deuteros Discovery Epic Eye of the Storm [illegible] Cat [illegible] Stealth Fighter Fire [illegible] Command Firezone 2000 [illegible] Fort Apache, [illegible] Global [illegible] Great [illegible] [illegible] Guy Spy [illegible] (1 Meg) [illegible] Hunter [illegible] Jimmy White's Snooker Lemmings [illegible] Megatraveller 1 or 2 Mercenary 3 Moonstone Napoleon 1 [illegible] PGA+ Populous 2 [illegible] Race Drivin Reach for the Skies, Realms, [illegible] Shadow of the Beast 1 [illegible] Sim City/ Populous Sim Earth Space 1889 Spirit of Excalibur [illegible] Empire Storm Master Super [illegible] Supremacy Team Yankee [illegible] Warriors of Releyne Wing Commander Wonderland (1 Meg)

£20.99 (RRP £30.99)

[illegible] Twin [illegible] 1 or 2 [illegible] Legends, Chessmaster 2100 Conan Dune [illegible] Elvira Eye of the Beholder F-19 Stealth Fighter [illegible] Interceptor [illegible] Kings Bounty Knightmare, Knights of Legend, Life and Death Legend Lure of the Temptress M1 Tank Platoon [illegible] Island [illegible] Megalomania [illegible] Samurai [illegible] Nigel Mansell W Champ No Greater Glory Pacific Islands Perfect General Powermonger Premiere Quest and Glory [illegible] Second Front [illegible] Command [illegible] Across Europe Sword of [illegible] The Godfather The Manager Thunderhawk Typhoon of Steel UMS 2 (1 Meg) Ultima 5, 6 or 7 Ultima Martian Dreams Ultima Underworld Vengeance of Excalibur

£23.99 (RRP £34.99-£35.99)

A10 Tank Killer Airbus A320 Ashes of Empire ATAC (1 Meg) B-17 Flying Fortress (1 Meg) [illegible] Kings of China, BAT 2 Birds of Prey Civilisation Conquest of the Longbow Covert Action (1 Meg) Curse of [illegible] Darkmoon [illegible] Dark Queen of Krynn F-15 Strike Eagle II F117A Stealth Fighter Falcon 3.0 Eye of the Beholder 2 Flames of Freedom Flight of the Intruder Flight Sim 2 Golf (Microprose) Grand Prix Gunship 2000 Harpoon [illegible] Heart of China [illegible] Home Alone Kings Quest 1 2 or 3 Knights of the Sky (1 Meg) [illegible] Might & Magic 3 Plan 9 From Outer Space Pushover Railroad Tycoon (1 Meg) Reach for the Skies, Red Baron [illegible] Savage Empire Silent Service 2 (1 Meg) Sim Ant Space Ace 2 Space Quest 2 3 or 4 Special Forces [illegible] 2000 Willy [illegible] Winter [illegible]

plus top compilations

Air Sea Supremacy (Gunship, P-47, Silent Service, Carrier Command, Wings) £20.99

Award Winners (Populous, Kick Off 2, Pipemania, Space Ace) £16.99

Bitmap Brothers Vol I (Xenon, Cadaver, Speedball 2) £19.99

Bitmap Brothers Vol II (Xenon 2, Gods, Speedball 1, Magic Pockets) £18.99

Cartoon Collection (Spell of [illegible], CJ's Elephant Antics, Treasure Island Dizzy, Seymour Goes to Hollywood, Slightly Magic) £16.99

Champions (Manchester United, Boxing Manager, Jahangir Khan Squash) £18.99

Dizzy Collection (Treasure Island Dizzy, [illegible] Food, Magicland Dizzy, Fantasy World Dizzy) £18.99

Dizzy's Excellent Adventures (Spellbound Dizzy, Dizzy Prince of the Yolk Folk, Panic Dizzy, Kwik Snax, Bubble Dizzy) £18.99

Fantastic Worlds (Realms, Pirates, [illegible] Wonderland, Megalomania) £20.99

Fenomenon (Kick Off 2, Kick Off 2 The Final Whistle, Player Manager) £18.99

Ninja Collection (Dragon Ninja, Double Dragon, Shadow Warriors) £13.99

Quest for Adventure (Operation Stealth, Indiana Jones and the Last Crusade, Mean Streets) £23.99

Brothers Collection (Rainbow Islands, New Zealand Story, Bubble Bobble) £11.99

Soccer Stars (Kick Off 2, Microprose Soccer, Gazza II, Emlyn Hughes International Soccer) £17.99

Strategy Masters (Deuteros, Populous, Hunter, Spirit of Excalibur, ChessPlayer 2150) £20.99

Superheroes (The Spy Who Loved Me, Indiana Jones and the Last Crusade, Last Ninja II, Strider II) £18.99

The Top League (Speedball 2, Falcon, TV Sports Football, Rick Dangerous 2, Midwinter) £20.99

Virtual Reality Vol II (Sentinel, Virus, Weird Dreams, Resolution 101, Thunderstrike) £24.99

Redwing Optional Membership

- Order only the software you want with no obligation to purchase
- Regular updated catalogue packed with sensational extra bargains for club members.
- Preorder service so that you can be sure that you will be first to receive new games.
- Outstanding service with bargain prices.
- We also supply ATARI, PC, MAC, SEGA MEGADRIVE and NINTENDO games

ORDER FORM [illegible] 02

Name

Address

Postcode

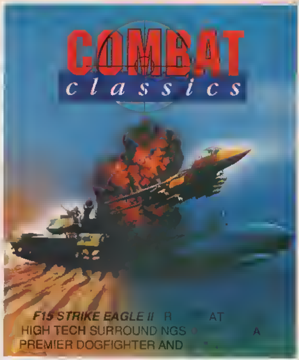
OPTIONAL MEMBERSHIP £3 IN UK (£5 ELSEWHERE)	£
PLEASE SEND ME	
	£
	£
	£
POSTAGE & PACKING ADD £1 PER ITEM UK (£2 EUROPE £3 WORLD)	£
TOTAL	£

Computer type & [illegible]

SEND TO Redwing 2 Eaton Rd, West Kirby, Wirral L48 3HF

[illegible] make cheques or POs payable to REDWING GAMES SOFTWARE. [illegible] normally despatched [illegible] three working days [illegible] cheque clearing. [illegible] accept credit cards. Mail Order only.

051-625-9440


COMBAT
classics
F15 STRIKE EAGLE II R AT
HIGH TECH SURROUND NGS A
PREMIER DOGFIGHTER AND

TEAM YANKEE - IS THE DEFINITIVE ACTION SIMULATION OF MODERN TANK WARFARE. TEAM YANKEE TESTS YOUR LEADERSHIP AND TACTICAL SKILLS TO THE FULL . . . . .

688 ATTACK - SUB PUTS YOU IN COMMAND OF A TOP SECRET BILLION DOLLAR SUB IN SOME OF THE MOST NOTORIOUS POLITICAL HOT-SPOTS OF THE GLOBE . . . . .

COMBAT CLASSICS IS . . . . .

THE FIGHTING FORMATION OF THE 90'S

Available for IBM PC & Commodore Amiga

MICROPROSE™

ELECTRONIC ARTS®

empire™

Units 4/5 Stannetts Laindon North Trade Centre Basildon, Essex SS15 6DJ Tel 0268 541212

F15 Strike Eagle II © Microprose Software • 688 Attack Sub is a trademark of Electronic Arts. All rights reserved. Used with permission. Software © John W Ratcliff
Team Yankee © O D E & Empire Software

STEP FORWARD

into the world of microdeal MUSIC

[illegible]

[illegible] A sound that has been loaded into a computer and is represented by numbers (digital) rather than noises (analogue)

[illegible] Usually a small cartridge that allows you to take sounds from a microphone (with amplification) tape CD etc and record (digitize) them into your computers memory. Once in the memory a sample (sound) can be changed using the sampling software

[illegible] Allows you to alter sounds that have been digitized by the SAMPLER. Normal functions with sampling software include loading and saving a sample disk, altering the sample by cutting, speeding up/down, fading in/out, joining to other samples and much much more

[illegible] Allows you to take samples and play them back in an order (sequence) that you determine. For example if you sampled a piano note a sequencer would allow you to play that note back at different pitches and in a sequence you decide. Your one note loaded into a sequencer can become a complete piece of piano music

[illegible] A small cartridge which plugs into your Amiga and allows a Midi instrument (usually a Keyboard) to communicate with the computer. If you already have a keyboard then you need to check that it has a Midi Port on it for it to work with a computer

AMAS 2

Our top of the range sampler for the Amiga. Following in the footsteps of one of the best sound samplers ever produced comes the innovative AMAS 2. With even more features than the original Amas which was featured in the Paula Abdul music video 'Cold Hearted' the package is high in professionalism but low in price.

AMAS 2's features include software adjustable input volume controls, 3D display of sample frequencies, stereo oscilloscope, stereo spectrum analysers, 11 customisable special effects, full midi support with keyboard mapping, built-in midi interface with in/out/thru ports, microphone input port. Mono or Stereo editing with full suite of edit controls plus much much more.

SAMPLER WITH BUILT IN MIDI INTERFACE SAMPLING SOFTWARE & MANUAL £99.95

QUARTET

This sophisticated sequencer allows you to take samples and sequence them into music. Imagine your samples as a band with QUARTET as the conductor, your band is composed of 16 instruments of which 4 can play at any one time.

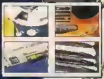
QUARTET comes with 160 instruments and sounds for use in your own compositions and further sounds can be added using AMAS 2 and STEREO MA TER or most other quality samplers. Music ca be input from the Amiga's keyboard by mouse if you have a synthesiser keyboard with a mi [illegible] by playing on the keyboard. Contr samples include Tempo, Volume, Pitch toget with a built-in editor for changing samples with exiting QUARTET. Who knows you could bec the tomorrows "Adamski" or "Mozart" with th highly acclaimed package.

stereo MASTER

Our new stereo sampler is low in price but high in features. The new style mini cartridge plugs into the printer port on the rear of your Amiga and even includes a lead with a mini jack for immediate connection to your walkman or headphone socket on your amplifier. Once connected you can load stereo sounds, edit them, analyse them, and even change real time sounds by adding special effects to the output such as echo, pitch up, pitch down and more. We even include a mini-sequencer so you can take up to 16 samples and sequence them into a piece of music!

NEW PRO MIDI INTERFACE

Our new stylish wedge style midi interface incorporates 1 X Midi In, 1 X Midi Thru and 2 X Midi Out ports. This interface is a true MIDI Interface, not a cut down version, which plugs directly into the serial port on the Amiga. Included with our interface comes a comprehensive manual and a disk full of public domain Midi programs.



***ORDER DIRECT FROM MICRODEAL AND GET 2 X 3 METRE MIDI CABLES FREE.* MIDI INTERFACE, MANUAL, SOFTWARE AND 2 MIDI CABLES £24.95**

WORLD OF MUSIC ORDER FORM

PLEASE SEND ME	QTY	PRICE EACH	TOTAL
AMAS 2		£99.95	
QUARTET		£49.95	
STEREO MASTER		£39.95	
PRO MIDI INTERFACE		£24.95	
POST & PACKING		£1.00	
		GRAND TOTAL ENCLOSED	

TO ORDER: Simply phone 0726 68020 with your credit card number or fill out this coupon and send together with your cheque /postal order or credit card number to:

MICRODEAL LTD, PO BOX 68, ST AUSTELL, CORNWALL. PL25 4YB

NAME: ....

ADDRESS: ....

....

....POSTCODE.................

CREDIT CARD NO: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

EXPIRY DATE:

.../.../199..

Microdeal products are available from your local computer shop or direct from Microdeal. ***Already own a Microdeal Sampler and want to upgrade? Phone 0726 68020 for details.***

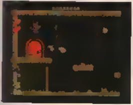
small tips

Artful advice, bright bonuses, canny cheats,...the CU ABC of game-playing guile is here – the small tips that are a big help!

ADDAMS FAMILY

If you're in an ooky kooky spooky mood then these level codes for the creepy platformer will send a shiver down your spine.

Level 2	91R1B
Level 3:	R1R1G
Level 4.	R99K&
Level 5	V919B
Level 6	VGR12
Level 7	BGKKX
Level 8	BLJ12



BART SIMPSON AND THE SPACE MUTANTS

To skip a level, type 'SHEEP IN A GROUP WEARING HATS' during play. It's also worth trying 'EAT MY SHORTS' and 'COWABUNGA' whilst on the title screen.

HEIMDALL

Here's a handy hint for heroes who never say die. If your character has just been killed and you want to restore your weapons, magic, and crew members, but forgot to save the game beforehand, all is not lost! Go to the 'Save Game' option at the beginning of the game (where the attribute options are). When the instruction to insert your saved game disk appears, click on 'NO' and you will return to the items screen with everything you had before you were killed.

JAGUAR XJ220

Core's excellent car racing game can prove quite a challenge. To do a two minute lap in just 30 seconds, go to the mode part of the music section and hit the left arrow key on the scan.

THE KILLING GAME SHOW

Come on down... the cheat is right! If you open the box, rather than take the money, you'll see that you've won a golden shot at another top tip. Don't press the Fire button while you're on the 'Good Luck' screen, press Help and a map of the forthcoming level will appear. Once again, when the 'Press Fire to Continue' message pops up, press Help and all your lives will be restored. If, even with all this aid, you still get killed, hit the Help key once more during the replay. You will start again, from the point at which you died, with five lives.

PITFIGHTER

If you're getting impatient for the rough and tumble of the higher levels of this game, type 'LOBSTERS' during play. If you now press a numbered key you will zoom to the level with the same number. And there's more... 'C' will send you to the last championship level, 'G' will put you into the grudge match, and 'L' will enter you for the elimination match.

SHADOW WARRIORS

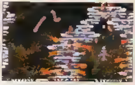
Having trouble shadow boxing in this exciting beat 'em up? Hold down the Control, Escape, F2, C, J, V, Help, Right Alt, Left Bracket (numeric keypad), and Enter (numeric keypad) keys while the title screen is displayed. Phew! Having used all your fingers to do that, the bottom of the screen will flash. If you now press 'Help' you will skip levels, '1' and '2' will give your character more energy, and 'Q' will make him invincible.

TERMINATOR 2

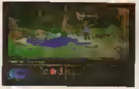
Now you can change levels as fast as the T 1000 changes shape in this game inspired by the all-action movie. After pausing the game, press each of the Function keys in turn. Press fire to resume play and you'll find the Escape key advances the levels. Hasta la vista, baby!

XENON 2

To skip levels in this classic shoot 'em up, pause the game and type 'RUSSIAN AIR'. Switch off the pause and press 'N' – it's as simple as that.



LEGEND OF KYRANDIA



As there appears to be some confusion surrounding whether or not it is possible to install *Legend of Kyrandia* onto a hard disk, let's set the record straight. It is possible to carry out this simple task, but the documentation included in the game packaging is not helpful.

The simple solution to this problem is to create a new 'Drawer' in your workbench window and place all your Kyrandia files inside it. Open up your hard disk window and click on the Empty drawer icon. Pull down the Workbench window from the top of the screen and select the Duplicate icon. You will now have created a copy of the Empty drawer. Pull down the Workbench menu again and select Rename. You may now rename the 'Copy of Empty' label to Kyrandia. Insert the first floppy disk of the game set and open up its window to display the INSTALL icon. Drag the INSTALL icon into the Kyrandia drawer. This will copy the installation file from the floppy and put it inside your Kyrandia drawer on the hard disk. Double-click on the INSTALL icon inside the Kyrandia drawer and the screen will clear and the installation will automatically begin to copy all files from the floppy disk onto the hard disk. You will be prompted as normal to insert each of the floppy disks in turn until the installation is complete. Close the Kyrandia window and open it again to display the new game icon which has appeared. Voila, it's installed.

GOBLIIINS

Many thanks to Karen Coward of Gloucester who has increased the store of human happiness with the following thorough cheat collection. A special CU 'Ta very much' also goes to Alex Bartey of Maulden, Bedfordshire and Daniel Siddiky of Dundee for the many cheats they contributed to this month's issue.

These Gobliiins: in one ear and out the other.

'I know it doesn't look much now, but wait until the decorators have been in.'

The access codes for Gobliiins are:

1 – No code
2 – VQVDFDE
3 – ICICCAA
4 – ECPQPCC
5 – FTWKFEN
6 – HDWFTFW
7 – DWNDGBW
8 – JCJCJHM
9 – ICVGCGT
10 – LQP9SJS
11 – HNWVEKZ
12 – FTQITLA
13 – DCPJQMD
14 – EWDENNH
15 – TCNCTOU
16 – TCVDNPM
17 – IQDNKQO
18 – KKKNSRA
19 – MEMEISG
20 – MLEURTF
21 – KEUDEUJ
22 – SOLEDVT

To reach the final screen and complete the game:

1 Magic the flat stone
2: Catapult the rope
3 Catapult the bad wizard
4 Magic the bat.
5 Hit the turtle
6 Take the bag
7: Drop the bag on the floor, directly below the spider
8 Catapult the thread between the spider and Asgard
9 Magic the spider
10. Wait until the three spiders have fallen into the bag
11. Take the bag
12 Finally, use the bag beside the cooking pot. Tada, you've finished the game.

SPECIAL OFFERS

TITLE	PRICE
Back to the Future II	6 99
Back to the Future III	6 99
Cricket Imeg	8 99
D. Dmalell Horse Racing	5 99
Dragon Spirit	4 99
Escape Planet Robot Monsters	4 99
Hard Drivin	4 99
Kick Off and Extra Time	6 99
Kick Off II (Meg)	8 99
Pacland	4 99
Pacmania	4 99
Stack Up	2 99
Steve Davis	5 99
Tank Attack	5 99
Frenetic	9 99
Warzone	9 99
Pegasus	8 99
Ultima V	9 99
Wolfpack	9 99
16 Bit Hit Machine (Supercars, Stuck, Switchblade, Axel's Magic Hammer)	4 99
James Pond	5 99
Games Racer	5 99
Toyota Celica	5 99
Resolution 101	5 99
Hitchikers Guide	7 99
Computer Hits II	9 99
New Zealand Story	5 99
Lombard RAC Rally	5 99
Manix	5 99
Ghouls & Ghosts	5 99
Double Dragon II	5 99
Super Off Road	7 99
Voodoo Nightmare	5 99
Venus Flytrap	5 99
Rick Dangerous	5 99
Captive	9 99
Big Box (10 Games)	15 99
Batman the Movie	5 99
Ultimate Golf	5 99
Chase HQ.	5 99
VIZ	7 99

FX DIRECT

INCORPORATING

SPECIAL OFFERS

TITLE	PRICE
Shadow of the Beast	5 99
Magnetic Scrolls	12 99
4D Boxing	7 99
4D Driving	7 99
Rugby World Cup	7 99
Infact	2 99
Turtles	4 99
Shadow of the Beast II	7 99
World Series Cricket	10 99
Jimmy White Snooker	14.99
Manchester United	7.99
S E U C K.	7 99
Super Cars	7 99
3D Tennis	7.99
SSS Jayne Seymour	7 99
Fools Errand	7 99
Puzzle Gallery	7 99
Living Jigsaws	7 99
Fairy Tale Adventure	7 99
Lords of Chaos	7 99
UMS II	8 99
Space Gun	9 99
Midwinter	8 99
Flames of Freedom	9 99
Hudson Hawk	9 99
Smash TV	9 99
Titus the Fox	9 99
Crazy Cars III	14 99
Crime Does Not Pay	4 99
Heimdall	14 99
Hot Rubber	7 99
Harlequin	13 99
Life and Death	9 99
TV Sports Baseball	9 99
TV Sports Boxing	9 99
D-Generation	9 99
Space Crusade	12 99
Lotus II	12 99
Jaguar XJ220	12 99
Hero's Quest	14 99
Air Combat Aces	14 99
Air Sea Supremacy	14 99
10 Great Games	14 99

Unit 10, Beaumont Business Centre, Beaumont Close, Banbury, Oxon OX16 7TN
ORDERS & GENERAL ENQUIRIES, please call: 0295 263363

AMIGA TOP 100

Title	Members Price	RRP
A 320 Airbus	22 99	35 99
Air Warrior	22 99	34 99
Aliens 3	19 99	25 99
Another World	16 99	25 99
Apidya	16 99	25 99
Aquatic Games	16 99	25 99
Arsenal FC	16 99	25.99
Archer Macleans Pool	17 99	25 99
Ashes of Empire	22 99	34 99
Assassin	16 99	25 99
A Train	24 99	39 99
Bat 2	22 99	34 99
Battle Isle	16 99	30 99
Battle Isle Scenary Disc	14 99	19 99
Battle Toads	16 99	25 99
BC Kid	16 99	25 99
Big Box 2	19 99	29 99
Birds of Prey	19 99	30 99
Board Genius	18 99	29 99
B17 Flying Fortress	22 99	34 99
Carl Lewis Track & Field	16 99	25 99
Celtic Legends	19 99	30 99
Chaos Engine	19 99	25 99
Civilisation	22 99	34 99
Covert Action	22 99	34 99
Curse of Enchantia	22 99	34 99
Daemonsgate	22 99	34 99
Dizzy Collection	16 99	25 99
Dune	19 99	30 99
Dungeon Mastr/Chaos	16 99	29 99
Dynablaster	16 99	30 99
Epic	16 99	30 99
Eye of the Beholder II	23 99	35 99
Fantastic Worlds	22 99	34 99
Fire Force	16 99	25 99
Fire & Ice	[illegible]	[illegible]
First Samurai/Megalomania	19 99	30 99
Floor 13	19 99	30 99
F15 Strike Eagle III	22 99	34 99
Formula One Grand Prix	22 99	34 99
Gunship 2000	22 99	34 99
Harpoon V1 2 1	22 99	34 99
Harrier Assault	22 99	34 99
Head to Head	22 99	34 99
Hero Quest	16 99	25 99
Hero Quest II	17 99	29 99
Hook	19 99	25 99
Humans	19 99	29 99
Indiana Jones Atlantis Adventure	16 99	39 99
Indiana Jones Atlantis Action	19 99	30 99
Ishar Legend of the Fortress	19 99	39 99
John Barnes	16 99	25 99
John Maddens	19 99	30 99
Kick Off 3	16 99	25 99
King s Quest V	25 99	39 99
Knights of the Sky	22 99	34 99
Knightmare	19 99	29 99
Legend	19 99	30 99
Legend of Kyrandia	22 99	34 99
Leisure Suit Larry V	25 99	39 99
Lemmings II	20 99	30 99
Lethal Weapon 3	16 99	25 99
Links	32 99	44 99
Lost Treasures of Infocom	27 99	39 99
Lotus III	19 99	25 99
Lure of Temptress	19 99	30 99
Mega Fortress	19 99	30 99
Microprose Golf	22 99	34 99
Monsterpack II	16 99	25 99
Moonstone	19 99	29 99
Myth	16 99	25 99
Nigel Mansells Championship	19 99	29 99
No Second Prize	16.99	25 99
Oh No Not More Lemmings (add on)	13 99	19 99
Oh No Not More Lemmings (stand alone)	16 99	25 99
Ork	16 99	25 99
Pacific Islands	19 99	25 99
[illegible]	[illegible]	[illegible]
Perfect General	22 99	34 99
Pinball Dreams	16 99	25 99
PGA Courses	10 99	14 99
PGA Plus	19 99	29 99
Pinball Fantasies	19 99	29 99
Plan 9	19 99	34 99
Police Quest III	25 99	39 99
Populus II	19 99	30 99
Power Pack 2	19 99	29 99
Premiere	16 99	29 99
Project X	16 99	25 99
Pushover	16 99	25 99
Putty	16 99	25 99
Railroad Tycoon	22 99	34 99
Risky Woods	17 99	25 99
Road Rash	19 99	30 99
Robocod	16 99	25 99
Robocop III	16.99	25 99
Robosport	19 99	29 99
Secret of Monkey Island II	27 99	37 99
Sensible Soccer	18 99	25 99
Sensible Soccer 92/93	16 99	25 99
Shadow Lands	16 99	39 99
Shadow Worlds	16 99	25 99
Shuttle	23 99	35 99
Silent Service II	22 99	34 99
Sim Ant	19 99	30 99
Space Quest IV	25 99	39 99
Special Forces	22 99	34 99
Storm Master	16 99	30 99
Street Fighter II	19 99	29 99
Striker	16 99	25 99
Super Tetris	19 99	29 99
Terminator II	16 99	25 99
The Addams Family	16 99	25 99
The Games Espana 92	19 99	29 99
The Manager	19 99	30 99
Troddlers	19 99	25 99
Ultima VI	19 99	30 99
Utopia	[illegible]	[illegible]
Utopia Data Disc	9 99	19 99
Vroom	16 99	25 99
Wing Commander 1	22 99	34 99
Wizkid	17 99	25 99
WWF II	16 99	25 99
WWF Wrestling	16 99	25 99
Zool	16 99	25 99

EDUCATIONAL SOFTWARE AND ACCESSORIES

EDUCATIONAL

	Members Price
Adi English (11-12)+(12_13)	16 99
Adi Maths (11-12)+(12-13)	16.99
Answer Back Junior 6 11 (by Kosmos)	14 99
Answer Back Senior (by Kosmos)	14 99
Better Maths (12-16)	16.99
Better Spelling (8-14)	16.99
Compedium Six (6 Educational Programes) (4-12)	29 99
Fact File 500's All need Answer back Jnr – Senior	
Fact File 500 Spelling (6-11)	8 50
Fact File 500 Arithmetic (6-11)	8 50
Fact File 500 World Geography (11 Adult)	8 50
Fact File 500 General Science (11-Adult)	8 50
Fact File 500 Sports (11-Adult)	8 50
Fact File 500 First Aid (11-Adult)	8 50
French Mistress (by Kosmos)	14 50

EDUCATIONAL

	Members Price
Funschool 4 (under 5 5-7, 7-11)	16 99
Funschool Specials – Spelling Fair (7-13)	16 99
Funschool Specials – Merlin Maths (7-13)	16 99
Funschool Specials – Paint & Create (over 5)	16 99
German Master (by Kosmos)	14 50
Italian Tutor (by Kosmos)	14 50
LCL Mega Math (A Level Course)	18 99
LCL Micro English (8 – GCSE)	18 95
LCL Micro French (8 – GCSE)	19 95
LCL Micro German (8 – GCSE)	19 95
LCL Micro Maths (8 – GCSE)	19 95
LCL Primary Maths (3-12)	19 95
LCL Reading Writing Course (3-12)	19 95
Maths Adventure (by Kosmos)	16.99
Spanish Tutor (by Kosmos)	14 50

ACCESSORIES

	Members Price
Amiga Dustcover	3 99
Amiga Mouse Mat	2.99
10 Bulk Disks 3 5"	5.99
25 Bulk 3 5" Disks	15 99
50 Bulk Disks 3 5"	24 99
De Luxe Workcentre –comes with Dustcover Mousepad Mouse Holder	
Mouse/Joystick Cables	4 99
Fighter Joystick	5 99
Suzo Arcade Joystick	15 99
Quickjoy Topstar Joystick	15 99
Naksha Mouse	24 99
Optical Mouse	32 95
Squik Mouse	17 99

PROFESSIONAL SOFTWARE FOR YOUR AMIGA

ACCOUNTS

	Members Price	RRP
Arena Accounts	89 99	117 99
Cashbook Combo (by Digita)	45 99	79 98
Home Accounts 2 (by Digita)	35 99	54 99
System 3 (by Digita)	35 99	59 99
NEW Personal Finance Manager Plus	29 99	39 99

SPREADSHEETS

	Members Price	RRP
Advantage	69 99	102 99
Digita Digicalc	27 95	39 99
Interspread	29 99	49 99
Maxiplan V4	39 99	49 99
NEW Professional Calc	125 98	169 99

DATABASES

	Members Price	RRP
Superbase Personal 2	24 99	102.99
Infobase	29.99	49 99

DESKTOP PUBLISHING

	Members Price	RRP
The Publisher	35 99	49 99
The Publisher Professional	119 99	149 99
Pagesetter 2 0	42 95	59 95
Pagestream V2 2	134 99	204 99
NEW Professional Page V3.0	169 99	249 99
NEW Hot Links	49 99	69 99

EFFECTS/PRESENTATION/ TITLING

	Members Price	RRP
Broadcast Titler 2	159 99	255 99
NEW Presentation Master	159 99	234 99
Scala 500	74 99	99 99
Scala 1mb	159 99	264 99

WORDPROCESSORS

	Members Price	RRP
Excellence 3	59 99	79 99
Interword	24 99	49 99
NEW Penpal V1 4	35 99	49 99
Prowrite V3 3	94 99	142 99
Protext V5 5	101 99	152 99
Quickwrite V2	39 99	52 99
Scribble	29 99	39 99
Transwrite 2	24 99	39 95
NEW Kindwords 3 (plus compatible)	34 99	49 99
NEW VERSION Wordsworth V2 0	74 99	129 99
NEW Final Copy 2	74 99	99 95

MUSIC/SOUND

	Members Price	RRP
Amas 2	69 99	99 99
Audiomaster 4	44 99	59 99
Audition 4	39 99	48 99
Audio Engineer Plus	169 99	204 99
Bars & Pipes Professional	198 99	299 00
Dr T's Copyist Apprentice	84 95	99 99
Dr T's KCS Level 2 V3 5	209 99	279 99
Dr T's Midi Recording Studio	48 99	61 99
Dr T's X-OR	169 99	219 99
Deluxe Music Construction Set	52 99	72 99
Superjam	79 99	99 99
NEW Studio 16	379 99	469 99
NEW VERSION Technosound Turbo (with leads + updated manual)	29 99	39 99
NEW Megamix Master	29 99	39 99

ASSEMBLERS/COMPILERS/ LANGUAGES

	Members Price	RRP
Amos The Creator	32 99	49 99
Amos 3D	21 99	34 99
Amos Compiler	18 99	29 99
Amos Proffessional	44 99	69 99
NEW Easy Amos	27 99	34 99
Devpac 3	48 95	69 95
Hisoft Basic	56 99	81 99
High Speed Pascal	74 95	99 95
Lattice C V6.0	229 99	299 99

3D/ANIMATION/ CAD/GRAPHIC

	Members Price	RRP
Art Department Professional 2.1	134 99	219 99
Digiview Media Station	129 99	179 95
Director 2	89 95	109 99
Draw 4D	145 98	199 95
NEW Expert Draw	49 99	69 95
NEW Expert 4D Junior	39 99	49 99
NEW Media Show	46 99	59 99
NEW Professional Draw 3	98 99	132 99
Turbo Print Professional	39 99	49 99
Real 3D Beginners	79 99	110 00
Real 3D Turbo	249 99	304 99
Take 2	42 99	49 99
NEW Vidi Amiga 12	79 99	99 99
NEW Voyager	69 99	89 99
Vista Pro 2	49 99	69 99

HARDWARE/PERIPHERALS

	Members Price
Amiga 512K Upgrade (A500 plus compatible).	28 99
Amiga 500 plus 1mg Upgrade (Upgrades your Amiga to 2mg)	34 99
A500 External Ramboard with 2mg Rom	119 00
A500 External Ramboard with 4mg Rom	179 00
A500 External Ramboard with 8mg Rom	289 00
Amiga 600 1mg upgrade	45 99
NEW Cross Dos V5	25 99
G B Route Plus	39 99
Kickstart Rom V1-3	29 99
Kickstart Rom V2-4	38 99
Cumana 3 5' 1meg External Drive	52.99
Rom Swapper (swaps between Kickstart 1-3+2.4)	18 99
Power Supply for your A500	39 00
Rocgen Plus Genlocks	128.99
Screen Beat Stereo Speakers	19 99
The Midi Interface	24 99
X-Copy Professional	29 99
Zydec Scanner	99 00

"NEW" MINI OFFICE

	Members Price	RRP
Mini office the all in one home/office kit. Contains a Wordprocessor Database Spreadsheet, Utility Disk and Graphs. Special offer to all our members	42.99	59 99

FREE IF YOU SPEND £50 OR MORE FX MEMBERSHIP IS YOURS ABSOLUTLEY FREE INC DISK BOX. THIS IS A LIMITED SPECIAL OFFER SO PLACE YOUR ORDERS NOW! (ALL ITEMS FEATURED IN THIS ADVERTISMENT ARE AVAILABLE TO CLUB MEMBER ONLY RING FOR DETAILS)

NO OBLIGATION TO BUY

MEMBERSHIP DETAILS

NO OBLIGATION TO BUY

JUST ENCLOSE £7.50 ANNUAL MEMBERSHIP FEE WITH YOUR INITIAL ORDER AND RECEIVE THE FOLLOWING BENEFITS:

- FREE DISK BOX WORTH £8.99.
- SAVE HUNDREDS OF POUNDS ON RECOMMENDED RETAIL PRICES.
- UNBEATABLE SPECIAL OFFERS.
- FREE COLLECTORS CARD FOR EVEN MORE SAVINGS.
- 10% DISCOUNT ON GAMES AT OUR STAND AT COMPUTER SHOWS.
- JOINING A CLUB WITH MORE THAN 10,000 MEMBERS WORLDWIDE.

FREE!—WORTH £8.99

80 CAPACITY LOCKABLE DISK BOX

HOW TO ORDER

PLEASE Charge my Access\Visa\Switch No: .... Expiry Date: .... Switch Issue No: ....

ORDER FORM

PLEASE SUPPLY ME WITH THE FOLLOWING

TITLE	PRICE
ANNUAL MEMBERSHIP ENCLOSED	£7.50
P&P	
TOTAL ENCLOSED	

DATE. ....

NAME. ....

ADDRESS. ....

....

....

....

POSTCODE. ....

TEL: ....

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO FX DIRECT AND SEND TO THE ADDRESS ON OPPOSITE PAGE.

SOME OF THE ITEMS FEATURED MAY NOT BE RELEASED AT TIME OF GOING TO PRINT, BUT WILL BE DESPATCHED AS SOON AS THEY BECOME AVAILABLE.

UK ONLY PLEASE ADD £1 25 FOR THE FIRST ITEM AND AN EXTRA 50P FOR EACH ADDITIONAL ITEM NEXT DAY DELIVERY AVAILABLE AT £3 50 PER ORDER (OVERSEAS ORDERS WELCOME P&P DEPENDENT ON DESTINATION)

Plants For All Seasons

This detailed reference work is designed for gardeners, botanists, and multimedia enthusiasts

Database entries for over one thousand plants have been included as standard together with more than one hundred high quality HAM pictures. Facilities are available for the storage and management of pictures, sounds, videos, texts, and objects for use in any tracing and design systems.

Each plant can be described in great depth over twenty pages of fields

The main areas covered are: associations and applications, blossoms, buds, cultivation, environment, external files, finance, flowers, foes, friends, fruits, growth, leaves, origins, reproduction, roots, runners, seeds, stems, and tendrils.

A powerful selection system is available for you to access groups of plants from the system. If you need to select only plants which have red leaves and white flowers in June, and are pollinated my moths, then you can !

You can create your own selection criteria using any of the fields of information in the databases. Your criteria can then be named and stored to disk for later use when required.

This is a huge active project. We would like enthusiastic owners to help us to expand the system by contributing to the databases in return for royalties. Please call for more information.

Educational establishments may like to know that site licenses are available, and that A.R.K. can take Purchase Orders from recognised bodies

Owners of Superbase Professional 4 can access the databases directly from their own programs. Plants For All Seasons is supplied with a Superbase Run Time Module (C) Oxal Inc.

The software is supplied on ten disks which are accompanied by a comprehensive manual and registration card. The disks are not copy protected. A Microsoft Windows version is planned for 1993.

ark

VISA

£99.95 Including VAT
Postage: UK £3, EC £5, Europe £6, World £16
Payment: Access, Visa, London Sterling Cheques

0983 551 496

Applied Research Kernel, Corve Farmhouse, Corve Lane Chale Green, Isle Of Wight PO38 2LA U.K.

INTENSIVE CARE
FOR YOUR WORST
NIGHTMARE!

•

CALL
0733
391633

Burford Computer Services

"FIRST TIME"
AMIGA REPAIRS

STOP

Simple, No-Hassle Repair Price
including Parts, Labour and Return Delivery
£44.95
*Repair including replacement keyboard or disk drive £64.94

Full 90 day guarantee on all repairs. Qualified and experienced engineers.
Associated services —
OTHER MANUFACTURER'S REPAIRS, UPGRADES and TRAINING.

DISK STORAGE BOXES

3.5inch 10	capacity (qty 5)	£4.50
3.5inch 50	capacity. Lockable	£3.70
3.5inch 100	capacity. Lockable	£4.70
3.5inch 200	capacity. Stackable	£11.99
3.5inch 250	capacity. Stackable	£18.00
5.25inch 60	capacity. Lockable	£3.70
5.25inch 100	capacity. Lockable	£4.70

ACCESSORIES

Parallel Printer Cable 1.8 mtr	£4.90
IMB/Atari/Amiga Mice	£11.99
2:1 Auto Data switches	£19.99
2:1 Manual Data switches	£16.99
4:1 Manual Data switches	£19.99
Crossover switch 2 to 2	£22.99

PRICES ONLY IF BOUGHT WITH DISKETTES

Northern COMPUTER Markets

50p OFF
ADMISSION WITH THIS VOUCHER

1993 DATES
9th Jan Manchester (Bowlers Exhibition Centre)
10th Jan Liverpool (Everton Park Sports Centre)
16th Jan Derby (Periquito Hotel)
17th Jan Preston (Novotel Hotel)
6th Feb Manchester (Bowlers Exhibition Centre)
7th Feb Bradford (Novotel Hotel)
6th Mar Manchester (Bowlers Exhibition Centre)
7th Mar Liverpool (Everton Park Sports Centre)

ALL SHOWS 10AM TO 3PM
Normal Adult Admission £1.50
WITH THIS VOUCHER £1.00

COME & VISIT THE BEST SHOWS WITH THE LOWEST PRICES

STALL SALES
061 681 0569

3 1/2" DISKS

Type	Qty 25	50	100
BenchMark DS/DD	£18.60	£32.20	£47.35
Unbranded DS/DD	£13.40	£22.20	£41.35
BenchMark DS/HD	£34.80	£63.35	£71.70
Unbranded DS/HD	£26.20	£38.35	£63.70
Pre-formated Disks:			
BenchMark DS/HD	£44.80	£83.35	£91.70
Unbranded DS/HD	£36.20	£48.35	£83.70

All 3.5 inch diskettes include labels

5 1/4" DISKS

Type	Qty 25	50	100
BenchMark DS/DD	£11.00	£18.00	£28.00
Unbranded DS/DD	£9.50	£16.00	£24.00
BenchMark DS/HD	£18.00	£31.50	£52.50
Unbranded DS/HD	£14.00	£27.00	£48.00

All 5.25 inch diskettes include envelopes & label set

ALL PRICES INCLUDE VAT & DELIVERY (UK ORDERS ONLY)

24 HOUR ORDERLINE 0597 851784

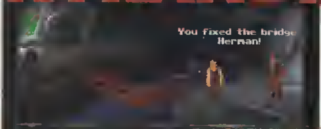
MC

Cheques and Postal Orders to:
MANOR COURT SUPPLIES LTD
Telephone: 0597 851792 Fax No: 0597 851416
Dept CU01 151 Glen Celyn House Penybont,
Llandrindod Wells, Powys, LD1 5SY

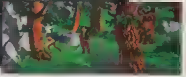
EDUCATION AND GOVERNMENT ORDERS WELCOME

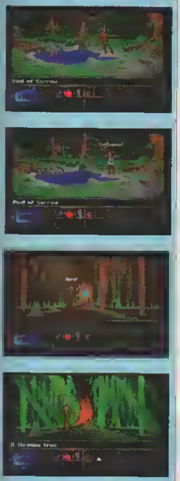
THE LEGEND OF KYRANDIA

PART ONE Hot on the heels of our review last month comes this super guide to the Screenstar-rated game. If Malcolm's leaving you feeling less than jolly our step-by-step player's guide will soon wipe the smile off his face.



The best bit of bridge work I've seen since I last went to the dentist. Herman's work is done and Brandon may cross to the Timbermist Woods.


'Give me the tools, and I will finish the job!' With Kallak's saw Herman says 'I'm a lumberjack and I'm okay', and prepares to repair the bridge.



Tears of a clown. Malcolm the mad jester won't feel like laughing when he knows Brandon's been repairing the damage he's caused. A tear caught at the Pool of Sorrow fits the hole in the rotting willow perfectly. Green-fingered Brandon does his bit for re-forestation by curing the tree and allowing it to spring into life as though it was, well, spring!

Brandon appears courtesy of the Kyrandia Playhouse where he is currently starring as Buttons in 'Cinderella'.

AT HOME

To begin with, don't let Brandon waste time with his granite grandad – the old man will keep his petrified pose until our hero's mission is accomplished. Just pocket the note and the giant garnet on the workbench, swipe the saw from beneath it, and grab the apple from the purple pot. After chatting with the Tree Messenger, Brandon should be on his way by taking the tree root lift between his house and the ground.

Send Brandon to speak to the temple to meet Brynn. He can reach her by exiting the screen showing the ground beneath his treetop home, heading left (past the withered willow), left again, up (i.e. through the exit at the back of the screen), and then enter the temple.

Give Brynn the paper and a hidden message will appear on it. Malcolm the mad jester will be revealed as the source of Kyrandia's woes (as if you didn't know that already). Brandon must then go and fetch Brynn a lavender-coloured rose. Don't let Brandon's knapsack get overburdened – leave the note with Brynn before leaving. Brandon may wish to secrete caches of useful objects in places he can return to, rather than try to carry everything. Return to the base of Brandon's house, exit screen right, pick up the sapphire if you wish, then go right again, to the Pool of Sorrow. Gather a teardrop from the pool, then go back to the willow and cure it by dropping the tear into the hollow on its trunk.

That sprightly sprite Marith will now pop up, wanting a game of hide and seek. Brandon should play along: follow Marith to the right, until the Pendol appears (although you may safely ignore that), then up. Catch Marith lurking by a tree, and keep the purple marble he then offers Brandon. If you send Brandon right again, he will find himself beside a forest altar. Place the marble to the left of the two marbles already in position, and pluck a purple rose, which grows nearby.

Brandon now returns to the place where he saw the Pendol, continues down (i.e. through the exit at the bottom of the screen), past Herman's tree, down again, then left. Brandon will now meet Herman beside the decrepit bridge; give him the saw so he can busy himself making repairs. Brandon should leave Herman to it, and take the rose to Brynn.

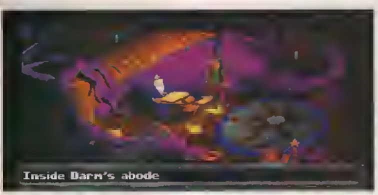
Once she has it, the rose will be magically transformed into a silver flower. Take this to the silver altar and place it on top. A jewelled amulet will now appear. Brandon should go back to Herman and find the bridge completed – do not attempt to cross if it isn't finished, it's a long way down and Brandon can't swim. If the bridge is ready, hurry across into the Timbermist Woods.

TIMBERMIST WOODS

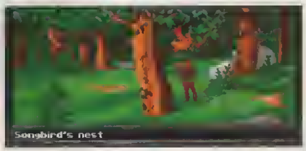
Once in the woods, head left to Darm's house, then left again to go inside. Darm will ask for a quill, and Brandon should go in search of one. Leave Darm's house, go down to the statue, then right, where Brandon will find a tree with a songbird's nest in it. A walnut lies nearby: pick it up before returning to the statue. Go left, to the marble altar, then left again to a grove of oak trees. Take an acorn from one of the oaks, and all you need now is a pine cone. You may have to wander around the forest a bit to find one, so keep an eye out and keep track of your movements. Have a word with Nolby (down from the statue) and he may give you a hint.

When Brandon has the walnut, the acorn, and the pine cone, go back to the tree with the bird's nest in it. Go down to the wishing well, down again, then down once more to Deadwood Glade. Plant the walnut, acorn and cone in the hole and a plant will grow magically, energising the amulet's yellow gem. Return to the songbird's tree and use the gem – it has acquired the power to heal. The songbird had been ill (poor thing). If Brandon cures it with the gem, the bird will be so grateful it will give him a quill.

Take the quill back to Darm, who will use it to write a magical scroll. Brandon should take the scroll with him when he goes looking for the four birthstones, as Darm suggests. Go back to the wishing well, then right, to the bubbling spring. The first stone he needs, the sunstone, is in the bottom part of the spring. Things now get tricky! Nine more varieties of gem lie around the Timbermist Woods, and the glades near Brandon's home. All of these must be gathered as the nature of the next two birth-



Our fashion victim chats with Darm and his dozey dragon to check that he's on the right track.



Is he one of the Feathermen? When Brandon cures the birdy with his newly-invigorated yellow gem it will drop a present for him – don't worry, though, it'll only be a quill

stones is unpredictable and varies from game to game (remember the advantages of saving games prior to vital moments).

Brandon now goes back to the oak grove, then up to a tree upon which grow rubies. Brandon needs to pick one (as this is the fourth birthstone), even though he will be bitten by a poisonous snake on the first attempt. Once a ruby has been acquired Brandon may heal himself with the amulet's yellow gem (if he continues his quest without curing himself he will soon die). Go to the marble altar and place the birthstones in the golden plate. It is necessary to do this in the correct order: the sunstone first, trial and error for the next two, and finally the ruby. If Brandon has guessed the correct sequence – Alakazam – the plate will become a flute.

Return Brandon to Darm (with the flute, of course) and listen to the directions to the cavernous labyrinth of Shadowrealm. Go to the Deadwood Glade, head right, then right again to stand before the fearsome serpent headed cave entrance. As Brandon approaches, Mad Malc will appear for the first time, intent on some slapstick. The jester will hurl a dagger at Brandon, but will miss him. Brandon must then throw back the blade, sending Malcolm scuttling into the cave, sealing the entrance behind him with ice. Play the flute, the sound of which will smash the ice. Leaving the flute behind, Brandon may now enter the cave and, through this, Shadowrealm.

SHADOWREALM

Dangerous shadow wraiths lurk in the dark of these caverns and will kill Brandon if he enters any part unlit by the fireberries which grow at various places in the vicinity. Don't forget that each berry will glow for only three caves! Pass by the mineral pool, going up to grab some fireberries. Return to the pool, then go right, harvest some more fireberries, and go right again to an iron gate. Head right again, into the depths of Shadowrealm, and the gate will shut behind Brandon. If Brandon finds himself with a surplus of berries, bear in mind that these can be used as handy route markers – if fireberries are dropped they continue to glow.

The best route to follow, which includes plenty of fireberry bushes, is this: right, up, right, down, down, right, then up. The first of five rocks which may be used to counterbalance, and thereby raise, the iron gate will be found here. Brandon will need to get back to the woods soon, so have him either pick them up as he goes or remember to pick them up on the way out – fireberries are more important at this stage, however. Brandon should continue up, right, right, up, and then right again, to reach the Pantheon of Moonlight. The problem the pantheon poses must be solved for Brandon to complete his quest, but don't try to do anything with it yet. Go right, down, down, left, down, down, down, and right to the Cavern of Twilight. There is a coin in this cave, which Brandon should pocket before continuing. Head right, right, up, left, up, up, right, right, down, right, and up to the Emerald cave where Brandon should grab an emerald before proceeding. Go up, right, right, and up again to grab the final rock before returning all the way to the iron gate.

Using the rocks, open the gate, and send Brandon back to the wishing well in the woods. Throw in the coin and pick up the moonstone which will then appear. Re-enter Shadowrealm and put the moonstone in the base of the Pantheon's pillar. The amulet's purple gem will now be switched on by bright will-o-wisps, granting Brandon the ability to float with his own illumination, and no further need for fireberries. From the Pantheon, float to the Cavern of Twilight again, then go right, right, right, up, right, down, and right once more to reach the banks of a volcanic river. Use Darm's magic scroll to freeze the river, then float across (up). In the next screen will be found a fireberry bush and, more importantly, a key to Castle Kyrandia. Keep the key and flit back to the first fireberry bush you encountered after coming through the iron gate. Go up, then up again, and Brandon will have reached the Chasm of Everfall. Our hero may now fly across (Up again!) to Faeriewood.

FAERIEWOOD

Feel free to let Brandon roam at will once he reaches Faeriewood – it doesn't matter where he goes, he'll soon get beaned by a falling branch. When he regains consciousness, Brandon will find himself in the laboratory of Zanthia the alchemist. She will ask Brandon to fetch water from the magic fountain. Send him there, with several flasks from the lab, by exiting the left of the next three screens. Be careful when leaving Zanthia's, however, as a giant man-eating frog will be watching from the swamp. It will eat anyone who gets too close. Malcolm will turn up at the fountain, and vandalise it by taking one of the crystal globes that circles it.

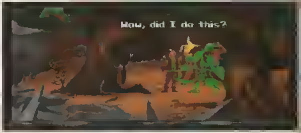
To restore the fountain to its former glory, Brandon should begin by walking left, left, down, down, left, up, and up again to the Flaming Tree. The crystal orb is amongst the flames, but Brandon may get past these free from harm by using the magic of Darm's scroll upon them. After Brandon has taken the orb back to the fountain, and has mended it, he will be able to fill his flasks with water. Have Brandon take a drink of this water, and the blue gem on the amulet will be empowered, and enable Brandon to eliminate minor magic spells.

When Zanthia has been given the water, she will drop some hints about the various effects of her potions. Brandon's new mission is to find blueberries to pop in a potion. Return to the screen before the Flaming Tree, then send Brandon left, left, left, and then up to a sparkling waterfall. Pick the blueberries which grow nearby, then return to the lab to find Zanthia gone. A trapdoor beneath the mat forms the entrance to a passage leading away from the house. Go through the trapdoor, then head right, right, right, up, up, and up once more to a tropical lagoon beside which red orchids grow. Brandon should not attempt to float to the other side using his will-o-wisp power as a fish will leap from the deep and swallow him. ✿

NEXT MONTH

That should give you enough to go on for the moment. For those of you still having trouble with the later levels, the player's guide will be back next issue with the final part of the solution to the *Legend of Kyrandia*

'Oh, the Deadwood stage is easily overcome – plant an acorn, a walnut, and a pinecone in the hole and a whole lot of shaking will be going on as a talking plant bursts forth.



Laugh while you learn ...with

ore English, Maths and French with ADI, the lovable extra-
restrial. As you learn, he'll entertain you with funny remarks,
ally voice and weird faces.
congratulate you when
do well and cajole you
make mistakes

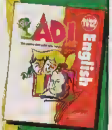
Don't panic. Ask for help if you're in trouble.

There's one package for
h school year and the
ware closely follows the
delines of the National
rriculum, drawing on the
nts of some of the most
ed teachers in the country
a result ADI ideally complements what students are learning
chool, and acts as a superb revision tool.

Available NOW:

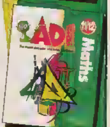
English 11/12 12/13 13/14 14/15

aving problems with your
uns and adjectives? Can't
t out your suffixes and
efixes? You need ADI English,
vering all the basic elements
English grammar required
the National Curriculum
labus.


ADI
11/12
English

Maths 11/12 12/13 13/14 14/15

your algebra and geometry
re causing you grief, look no
rther than ADI Maths. These
re just two of the topics
vered by the packages –
hatever your maths problem,
DI's got the answer.


ADI
11/12
Maths

French 11/12 12/13 13/14 14/15

n bonjour to French with
DI! The ADI French 11/12
ckage introduces first year
udents and beginners to
rance and French, and older
udents will find the 14/15
ckage ideal as a revision aid.

ADI
11/12
French

nd each pack costs just £25.99!

in the ADI family today!

Available for the Amiga, PC and ST.

EUROPRESS SOFTWARE

Europa House, Adlington Park,
Macclesfield SK10 4NP
Telephone. 0625 859333

On sale at all good software retailers including Boots, Virgin and WH Smith

---

EXPERIENCE THE EXCITING WORLD OF SPORT

SPORTS masters

ADVANTAGE TENNIS
EUROPEAN CHAMPIONSHIP 1992
PGA TOUR GOLF
ELECTRONIC ARTS
INDIANAPOLIS 500
ELECTRONIC ARTS

4 ALL TIME GREATS TEAM UP IN THIS SUPERB VALUE SPORTS COLLECTION

AVAILABLE FOR IBM & COMPATIBLES & COMMODORE AMIGA ALL MODELS.

empire SOFTWARE

Sports Masters © 1992 Empire Software

LOOK NO FURTHER!!

FOR THE CHEAPEST AND BEST !!

THE LATEST TOP 50 GAMES FOR YOUR AMIGA:

3D Construction Kit 2	£34.99
A10 Tank Killer	£22.99
Addams Family	£15.99
Airbus A320	£24.99
Aquatic Games	£15.99
Assassin	£15.99
Beast 3	£19.99
Big Box 2 (10 games)	£19.99
Bug Bomber	£15.99
Catch'Em	£15.99
Championship Manager	£15.99
Civilisation	£22.99
Crazy Cars 3	£15.99
Curse of Enchantia	£22.99
Dune	£19.99
F1 Grand Prix	£22.99
Fire & Ice	£15.99
Golf (Microprose)	£22.99
Hagar the Horrible	£15.99
Harrier AV8B	£27.99
Head to Head (Mig29 vs F19)	£22.99
Humans	£19.99
Jaguar XJ220	£15.99
Jimmy Whites Snooker	£14.99
John Madden's	£15.99
Kick Off 3	£15.99
Kings Quest 5	£25.99
Leisure Suit Larry 5	£25.99
Lemmings 2	£15.99
Lotus 3	£15.99
Lure of the Temptress	£19.99
Megalomania/First Samurai	£19.99
Monkey Island 2	£24.99
Nigel Mansell GP	£15.99
PGA Golf	£19.99
Pinball Fantasies	£15.99
Pool	£15.99
Premiere	£19.99
RailRoad Tycoon	£22.99
Red Baron	£22.99
Sensible Soccer	£15.99
Silly Putty	£15.99
Space Crusade	£15.99
Space Shuttle	£34.99
Special Forces	£22.99
Street Fighter 2	£17.99
Striker	£15.99
Sword of Honour	£15.99
Wing Commander	£19.99
Zool	£15.99

The above represents only a very small selection of titles that we stock. If you do not see what you want listed, please give us a call.

Given the nature of games publishers we can not guarantee that all the above will be released by the time this advert appears. Please call us to check availability to avoid disappointment.

Post & Packaging £1.50 - Securicor £5

48 hour despatch (cheques 7 days)

Cheques should be made payable to SoftStore

Access and VISA cards accepted

SoftStore, Dept DTO, PO Box 1720, Slough, SL3 0YX

0753-683336

YEW TREE LEISURE

Mail Order supplies

COMPUTER AND VIDEO GAME SPECIALISTS

AMIGA PUBLIC DOMAIN 99p

AMIGA PUBLIC DOMAIN
FISH DISKS UP TO 720 99p
DEJA VU UP TO 85 £2.50
LARGE RANGE OF T-BAG 99p

Large range of PD in stock new titles arriving daily from all over the world. Tell us your interest games Demos etc and we will fill your disk up.

PERIPHERALS ETC...

[illegible] Upgrade	£75.00
[illegible] Drive	£70.00
[illegible] Meg Drive	£49.00
[illegible] Mouse	£30.00
[illegible] with clock	£32.00
[illegible] without clock	£24.00
[illegible] Power Supply..	£34.00
[illegible] Mouse	£38.00
Drive Cleaners	£7.00
Mouse Mats	£2.00
[illegible]	£0.40
[illegible]	£1

Disks - phone for bulk price

Andy Townsend
84 Yew Tree Road
Attleborough
Norfolk NR17 2RD

Phone/Fax: 0953 452803

GAMES UNLIMITED

[illegible] titles between £1-£5
Winter Clearout all at £5 each or 3 for £12

9 Lives
Badlands
Cadaver
Challenge Golf
Days of Thunder
Die Hard 2
Flames of Freedom
Golden Axe
Hudson Hawk
Inter Phase
Midwinter
Radio Control Race
Smash TV
Wings
Xenon 2
Zork 3

MANY MORE AVAILABLE INCLUDING LATEST RELEASES ETC.

GAMES MACHINES ETC..
We stock Megadrive, Master System, Nintendo etc, Machines and have a large range of games to date at very competitive prices,
Joysticks, converters, control pads carry cases etc...,

Phone or write for list stating requirements.

SORRY NO PERSONAL CALLERS

MILLENIUM MICROS

DISCOUNT MAIL ORDER COMPUTER SUPPLIER

THIS IS ONLY A SMALL SELECTION OF OUR STOCK - SO IF YOU CAN'T FIND WHAT YOU WANT BELOW - PHONE PLEASE PHONE FOR LATEST PRICES ON ITEMS

Amiga 600/1MB/Deluxe Paint 3/Lemmings	£279
Amiga 600/1MB/20MB internal IDE Hard Drive	£439
SpaceAce, Kick Off 2, Pipe Mania, Populous	Add £15
Zool, Striker, Pinball Dreams, Transwrite	Add £15
Amiga 500 Plus/1MB/Cartoon Classics	£269
CDTV/Infrared remote/Workbench 1.3 & Manuals	£369
CDTV Multimedia/Keyboard/FDD/Fred Fish	£459
Amiga 1200/2MB/16MHz/AGA Graphics/WB 3	£375
Amiga 1500/1MB/WB 2/The Works/Deluxe Paint3/Home Accounts/ELF/Toki/Puzznic	£429
Amiga 3000/25MHz/52MB HD/1MB RAM	£1375
Amiga 3000/25MHz/105 MB HD/1MB RAM.	£1575
Amiga 4000/25MHz/AGA Graphics/40 MB HD	£1989
Amiga 4000/25MHz/AGA Graphics/120 MB HD	£2089
Amiga 4000/25MHz/AGA Graphics/240 MB HD	£2479
† Many other 3000/4000 Configurations Available	

VIDEO DIGITISERS AND ENHANCEMENTS

Opalvision 24 Bit Graphics card & video system	£499
Opalvision Frame grabber/Genlock module	PHONE
Opalvision Router	PHONE
Opalvision Scan rate Converter [De-interlacer]	PHONE
Opalvision Quad input production switcher	PHONE
Scala Presentation system software	£159
GVP Impact Vision 24 Bit Colour	£1539
Harlequin VLAB Real Time YUV Digitiser	£299
Harlequin MI-P3400/Genlock/Decoder/Encoder/Multi standard/Linear plus digital keyer (19" rack)	£2049
Harlequin TV Paint 32 Bit Graphics Package	£729
Harlequin 1500 Framebuffer	£1149
Harlequin 2000 Framebuffer	£1299

ACCELERATORS

Solid State Leisure (A500/A+500/A2000,	
A5000 68020/68881 16MHz/1MB Ram	£129
A5000 68020/68881 16MHz/2MB Ram	£189
A5000 68030/68882 25MHz/4MB Ram	£359
A5000 68030/68882 25MHz/8MB Ram	£499
A5000 68030/68882 33MHz/4MB Ram	£445
A5000 68030/68882 33MHz/8MB Ram	£589

GVP G-Force 68030EC/68882 25MHz/1MB Ram	£509
GVP G-Force 68030EC/68882 40MHz/4MB Ram	£779
GVP G-Force 68030/68882 50MHz/4MB Ram	£1099
GVP G-Force 68040 33MHz/2MB Ram	£1149
GVP A530 Combo 68030EC 40MHz/1MB/52MB HD	£629
GVP A530 Combo as above but with 80MB HD	£649
GVP A530 Combo as above but with 120MB HD	£725
FUSION 68040/28MHz/4MB Ram	£1149
A2620 14MHz/2MB 68020 (A1500/2000	£189

HARD CARDS

GVP IMPACT Series 2 HC8+ No Hard Drive	£119
GVP IMPACT Series 2 HC8+/42MB Hard Drive	£229
GVP IMPACT Series 2 HC8+/80MB Hard Drive	£325
GVP IMPACT Series 2 HC8+/120MB Hard Drive	£385
GVP IMPACT Series 2 HC8+/213MB Hard Drive	£625

HARD DRIVES

GVP Series 2 HD8+/42MB Hard Drive (A500)	£289
GVP Series 2 HD8+/80MB Hard Drive (A500)	£359
GVP Series 2 HD8+/120MB Hard Drive (A500)	£399
GVP Series 2 HD8+/213MB Hard Drive (A500)	£625
QUANTUM 120MB Hard Drive (No Controller)	£209
MAXTOR 213MB Hard Drive (No Controller)	£479
ICD Ad SCSI Frame (1500/2000)	£75
MICROBOTICS Hard Frame Card (1500/2000)	£129
ROCTEC Remote external Hard Drive case	£89
A570 CD Rom Drive	[illegible]
ZAPPO 80MB Hard Drive/0MB RAM	£279
ZAPPO 80MB Hard Drive/1MB RAM	£339

RAM EXPANSION BOARDS SIMMS

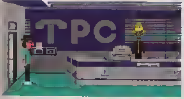
GVP Series 2 RAM8/0MB Populated	£95
GVP Series 2 RAM8/2MB Populated	£139
SIMM 32 1MB 60ns Ram upgrade (A530/GF-030)	£65
SIMM 32 4MB 60ns Ram upgrade (A530/GF-030	£169
SIMM 32 1MB 40ns Ram upgrade (G-Force 040)	£149
SIMM 9 Bit/1MB 60ns (HC8+/HD8+/RAM8)	£45
SIMM 9 Bit/4MB 60ns (HD8+)	£129

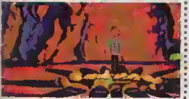
All prices include VAT and full warranty. Postage £8 (up to 6 items). Credit/Debit Card Orders 081-546 4522. 9am - 8pm 7 days. Cheque/Postal Orders to: **Millenium Micros, 30 Fernhill Gardens, Kingston, Surrey KT2 5DL**

VFM

Steve Merrett returns to the Amiga scene to cast his godly eye over the many new budget games set to appear at a shop near you...

ZAK MCKRAKEN



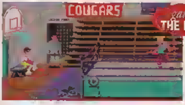


Released slightly before *Indy*, *Zak McKraken And The Alien Mindbenders* is a top-notch spool of countless B-Movies – however, unlike Gremlin's turgid *Plan 9*, it pulls it off perfectly. It transpires that aliens are set to overtake the world, but one 'Super scoop', Zak McKraken, has rumbled, and is unravelling their plan, and – guess who? – you're Zak! Using the same point'n'click system as both *Indy* and the more recent *Monkey Island* games, but *Zak* looks a little primitive in comparison, it still beats the pants off more recent games. The humour is excellent with loads of little in-jokes, and the characters are introduced one by-one and this adds to the atmosphere perfectly. If you're split between *Indy* and *Zak*, I'm afraid there is only one answer available to you – buy 'em both. I guarantee you won't regret it.

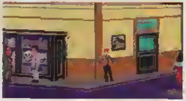
89%

KIXX XL OUT NOW £12.99

INDIANA JONES: THE ADVENTURE



game of THE MONTH

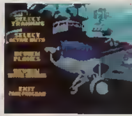


Based on the third film in the series, *Indiana Jones And The Last Crusade The Adventure* is the only game that U.S. Gold has released which has done the character justice. Following the silver screen antics of Indy to the word, Lucasfilm's adventure is still a major challenge, and quite simply the finest game to emerge from their stables. Cast as Indy, the player is set the task of retrieving the Holy Grail, and this humble task starts at a small American school before moving to Vienna and Nazi Germany. As well as the stunning puzzles, *The Last Crusade* succeeds on every other count, too. It has stunning graphics, an easy-to-use parser, and a modicum of arcade scenes to keep you on your toes. In short, this is probably the best adventure I have ever played and, whilst I honestly can't profess to being an expert of the genre, this has once again got me hooked. And that's after I went to the trouble of completing it first time round. A genuine classic, and an essential buy.

92%

KIXX XL OUT NOW £12.99

BATTLEHAWKS 1942

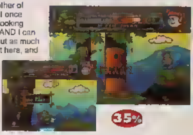


Flight sims never really do anything for me, as the reward for all that mastery of a dozen assorted key presses and flap wiggling, simply isn't justified by seeing a number of polygons disintegrate before you. However, I do admit to liking the basic premise of dog fighting, Cinemaware's *Wings* and, indeed, *Battlehawks* offers stacks of such daredevil fighting. Sadly, though, whilst *Battlehawks 1942* wins a massive thumbs-up for its ease of play, it is very samey and is starting to look extremely dated. Controlling your trusty fighter plane, a number of missions await your weaponry and flying skills, including missions to take out large targets. However, by the time you have got used to the sluggish controls, jerky screen update, and the chunky and barely recognisable enemy sprites, all the atmosphere and playability has been shot down ages ago. Not really worth the effort, I'm afraid.

56%

KIXX XL OUT NOW £12.99

DIZZY: PRINCE OF THE YOLKFOLK



(Read with heavy irony) Oh good, Dizzy has returned in another of those flick-screen arcade/adventures. Great, this means that once again I can wander from screen to screen picking up weird-looking objects and put them to use in a series of obscure puzzles. AND I can then spend ages talking to tedious characters who offer about as much interaction as a loo door. Basically, you know what to expect here, and it is just the same old stuff cobbled together with a few new puzzles and characters. Still, if Dizzy games are your bag (in my case, a colostomy bag) then you'll be fairly chuffed with another competent but uninspired entrant to the series. Somehow, though, these seem far more suited to the more limited Spectrum market.

35%

CODEMASTERS OUT NOW £7.99

PICTIONARY

PICTIONARY

Normally, the idea of translating a board game to a computer is fairly sound. There should be no more cheating the banker in Monopoly, no more losing the question cards in Trivial Pursuit, and card games will have the pack shuffled and ready to play. However, *Pictionary* is a different kettle of worms. The board game relies on a number of lagered players sketching whatever the game cards instruct them to. Thus, translating these on to a computer screen relies on the game featuring a fairly decent drawing package. Oh dear, it's a pity then that *Pictionary* is saddled with a package which is about as flexible as Stevie Wonder with an Etchosketch. Because of this, the game takes twice as long to get into as it does actually drinking large quantities of lager and setting the board game up. And even at eight quid it's still a dubious purchase.

56%

THE HIT SQUAD OUT NOW £7.99

02/93

THE FIRST
COMPUTER CENTRE

OPEN 7 DAYS A WEEK

OPEN MON-SAT........9.30AM-5.30PM
SUNDAY OPENING..........11.00AM-3.00PM
THURSDAY NIGHT LATE...9.30AM-7.30PM
CLOSED BOXING DAY
OPEN CHRISTMAS EVE UNTIL 4PM

AUTHORISED DEALERS FOR
STAR, CITIZEN, COMMODORE,
ACORN, PRIMA, ROMBO,
SUPRA & SEGA

FREE DELIVERY!

HOW TO ORDER

Order by telephone quoting your credit card number. If paying by cheque please make payable to the: "FIRST COMPUTER CENTRE."

In any correspondence please quote a phone number & post code. Allow 5 working days for cheque clearance

- All prices include VAT and Standard Delivery in the UK
- All hardware/computers are genuine UK spec.
- Free Fast Standard 4 to 7 day Delivery
- Guaranteed 2 to 3 day Delivery only £2.50
- Guaranteed Next Day Delivery only £4.90
- Open seven days a week for your convenience
- Overseas orders welcome

SALES & TECHNICAL

24 HOUR MAIL ORDER SERVICE 4 LINES

0532 319444

CUSTOMER CARE ONLY:
0532 637988
FAX: 0532 319191

PLEASE ADDRESS ALL
CORRESPONDENCE TO:
DEPT. CU01, UNIT 3,
ARMLEY PARK COURT,
OFF CECIL STREET,
STANNINGLEY ROAD,
LEEDS, LS12 2AE.

Prices are subject to change without notice. E&OE.

SWITCH

FIRST COMPUTER CENTRE (LEEDS) Tel: 0532 319444

AMIGA 1200 £379.99!!!

[illegible] produced. True 32 bit technology based on the 68020 chip running at 14.0 Mhz and also the new AA custom chipset. The 1200 represents the future of the Amiga. Buy it! Comes with Workbench 3.

◆

AMIGA 500 Plus only £294.99
Cartoon Classics Pack
[illegible] with Lemmings, Captain Planet, The Simpsons & DPaint 3
AMIGA 600 Cartoon Classics Deluxe...only £379.99
with built in ROM sharer 2.04/1.3

◆

AMIGA600 Basepack.......£279.99

◆

AMIGA 600 20HD The Epic pack
With 20 Mb Hard drive, Epic, Rome, Myth, & Trivial Pursuit, Dictionary, Language Lab & Deluxe Paint 3
only £475.99 (inc On Site Maintenance [illegible])

◆

The A600 Wild, Weird & Wicked
inc Micro Prose Grand Prix, Deluxe Paint 3, Putty & Pushover
only £327.99

A600 Deluxe ....ONLY £339.99
A600HD Deluxe.........ONLY £509.99
inc. ROM sharer with 1.3 & 2.05 ROMs making incompatibility a thing of the past. The A600 HD Deluxe comes with a built in 20 Mb hard drive
Just add 37.99 for a 2 Mb 600 Deluxe!!

SPECIAL OFFER!!

THE AMAZING ZOOL PACK!!

Complete with the best selling:
- ZOOL (97% Amiga Computing, Nov 92)
- STRIKER (94% CU Amiga, June 92),
- PINBALL DREAMS (94% AUI, Sept 91)
- TRANSWRITE word processor with 90k UK spell checker!!

only £19.99 with any AMIGA !!
or £29.99 without an AMIGA

A600 & 1200's with built in Hard Drive

	A600	A1200
Mb	£429.99	£539.99
0Mb	£499.99	£604.99
0Mb	£529.99	£644.99
0Mb	£659.99	£694.99
120Mb	£POA	£784.99

Complete with 12 month back to base warranty

◆

AMIGA 3000 RANGE

25 Mhz with 52 Mb HD, 2Mb RAM...£1299.99
25Mhz with 105 Mb HD......................£1549.99
All 3000's come with Amiga Vision Hard drive & Workbench 2. 12 month on site warranty

◆

AMIGA 4000

With the power of the 32 bit processor running at 25 Mhz (upgradeable), the new double AA graphics chip set & 16.8million colours. High density 1.44 Mb floppy, 120 Mb IDE

only £2099.99

◆

AMIGA 1500+ only £415.99
With 2.04 Kickstart chip and Workbench 2.04!
AMIGA 1500+ SW Pack only £445.99
[illegible]
AMIGA 1500 Deluxe...only £479.99
With the Prima ROM sharer, 1.3 & 2.04 Kickstart chip

◆

Hard Drive upgrade kits for 600 & 1200 available £POA

◆

All Amiga's come with Workbench, mouse & 12 month warranty. The standard A600's, A1200, A3000 & A4000 come with 12 months on site warranty. All 600's also [illegible]

CDTV MULTI MEDIA PACK AND A570 CD ROM

Complete with CDTV, Keyboard, Mouse, disc drive & Workbench 1.3......only £469.99
CDTV inc Welcome disk.......Only £369.99
CD Rom Amiga A570...........only £329.99
Turns your Amiga 500 into a CDTV
[illegible]Y Keyboard..........£49.99
[illegible]

PRINTERS

All our printers are UK spec.

Canon CITIZEN Panasonic HEWLETT PACKARD star

All our printers come with ink cartridges or toner. All printers come complete with printer drivers (where available) paper & all cables!!

Star LC20.......................£134.99
180 cps draft, 45 cps NLQ, quiet mode and multi fonts, push button operation.
Star LC200 colour..£195.99
9 pin colour, 8 fonts, 225 cps draft, 45 cps NLQ, A4 landscape printing.
Star LC24-20........£199.99
24 pin quality, 210 cps draft, 60 cps LQ, 16K buffer expandable to 48K, 10 fonts and LCD front display
Star LC24-200 mono...£219.99
24 pin, 222 cps draft, 67 cps LQ, 10 fonts, A4 landscape. 7k buffer expandable to 39k
Star LC24-200 colour.£269.99
Colour version with 30k buffer expandable to 62K
Star XB24-200 colour....£379.99
Professional quality with On-site maintenance, very quiet.
Star SJ48 Bubble jet.....£209.99
Laser quality, ultra quiet, Epson compatible & portable
Star SJ48 Autosheet feeder..........£49.99
Star Laserjet 4 MK3........£739.99
4 page laser, 1 years on site maintenance

Panasonic Colour Printers

Panasonic KX-P2180.....£189.99
ultra quiet 9 pin colour, 142 cps draft, 38 cps NLQ
Panasonic KX-P 2123..£229.99
ultra quiet 24 pin colour, 192 cps draft, 64 cps LQ, 32 cps NLQ
Special offer!!
Wordworth 1.1 only £29.99
with any Panasonic printer

Citizen Printers

Citizen printers have a 2 year guarantee
Citizen Swift 9 Colour......£179.99
Excellent value 9 pin colour. Highly recommended
NEW Swift 240 Colour....£279.99
24 pin, 240cps draft, 10 fonts, quiet mode, 240cps.
NEW!! Swift 200 Colour.£217.99
Same out put as the 240 but with less facilities
Automatic Sheet feeder....£79.99
Canon BJ10ex.........£219.99
Laser quality output. Larger buffer than the Star SJ48 Canon/Star bubblejet cartridges.......£17.99
NEW!! Canon BJ200.......£347.99
3 pages a min speed, 360 dpi, small footprint & 80 page sheetfeeder
Canon BJ300..............£379.99
Desktop bubble jet with laser quality
Canon BJ330............£519.99
Wide carriage version of the BJ300
BJ10ex Autosheetfeeder...£52.99

Hewlett Packard Printers

HP500 mono.....now £319.99
HP 500 Colour..now £439.99
HP 550 Colour..now £554.99
4 times faster than the HP500C!!
HP500 mono cartridges....£14.99
Double life 500 cartridges....£24.99
All HP printers come with a 3 year warranty

FIRST EXTRAS PACK

With the FIRST EXTRAS Pack you can make sure you have every thing you need when buying an Amiga. All the essentials required for the first time buyer & at a bargain price!!

Comprises:
- Top quality microswitched Powerplay Cruiser joystick
- Mouse Mat
- Dust Cover
- 10 high quality Blank Disks
- Plus 3 games!!

only £29.99

MONITORS

All our monitors are UK spec.
All monitors come complete with a free Amiga lead

WARNING: Before you purchase a monitor make sure it has a full UK specification. You might be buying what you think is a similar monitor at a lower price but it is likely to be a "GREY" import. These monitors do not comply with British safety standards and are not covered by an official warranty

PHILIPS CM8833 MK2
stereo colour monitor
[illegible] 600*285 line resolution, [illegible] facility, one years on site maintenance.
now with Lotus Turbo Esprit
only £224.99 UK Spec.
PHILIPS TV Tuner for the 8833..£64.9

Commodore 1084/S SD
Stereo Colour monitor
[illegible] .41 dot pitch resolution. Amiga cable included. [illegible] People think these monitors are a legend in their own time
only £209.99

PHILIPS BRILLIANCE
SVGA Colour monitor
with overscan facility
The Brilliance monitor has a high quality Super V[illegible] resolution. Includes overscan facility, .28 dot pitch[illegible] tilt/swivel stand. 12 months on site maintenance.
1500 VERSION £389.99
with Flicker Free Video card
A500 VERSION £489.99

GOLDSTAR REMOTE
control TV/monitor
superior to a standard TV set with full remote [illegible]
£169.99

COMMODORE 1960 multisyn[illegible]
only £436.99
SPECIAL OFFERS ON ACCESSORIES WHEN BOUGHT WITH A MONITOR!!
[illegible]LT & SWIVEL STANDS..........£1[illegible]
[illegible] MONITOR COVERS[illegible]

SUPRA MODEMS

The Supra-Fax Modem
V.32 bis (14400 baud !!!)
Allows you to send and receive fax messages. This [illegible] modem from Supra has full 14400 baud capabil[illegible] Spec includes V.32bis, V.32, V.22bis, V22, V21, [illegible] V 42, V42bis, Class 1 & 2 commands, 9600/14[illegible] Group 3 Fax, includes free comms software and [illegible] cable
only £259.99!!!

◆

Heavy duty Prima power supply
recommended for use with the
V32 bis fax modem
only £10.00 extra
when bought with modem

◆

Supra Fax Plus
(up to 9600 BPS)
With the ability to send faxes! Even faster than [illegible] standard 2400 from Supra with auto dial & auto/ac[illegible] 9600 bps Hayes comp. V22, V42 Bis, MNP 2-4 & [illegible] adjust to reduction transmission speeds. Includes [illegible] modem cable & comms s/w!!
now only £139.99

◆

GP FAX SOFTWARE only £29.9
if bought with modem

◆

Supra 2400
[illegible] modem with [illegible] dial & receive, 2400 baud Hayes comp, V22 BIS, [illegible] modem cable & comms s/w!!
only £79.99
All Supra Modems [illegible] a 5 year warr[illegible]

VIDI AMIGA 12

[illegible] the famous Complete Colour Solution this new package from ROMBO is even better

[illegible] low cost colour digitiser. No filters or [illegible] required. Colour images can be captured in less than a second, mono images are grabbed in real [illegible]. Fully compatible with any video source.

[illegible] multitasking software: cut & paste with [illegible], multiframe store with animated playback, [illegible] of s-video input, 4096 HAM support & [illegible] more advanced features.

only £77.99 or £99.99

with built in

MEGA MIX MASTER!!

TAKE 2 only £39.99

[illegible] latest animation package for the Amiga from [illegible]. Features include load and save from D. Paint [illegible] and IFF files. Supports HAM graphics

MEGAMIX MASTER

This is a low cost 8 bit, high spec sampler that plugs into your printer port. Special effects include echo that can be [illegible] in real time, fully multitasking and easy to use.

only £29.99

We recommend all ROMBO products

PRIMA ROM SHARERS

[illegible] some older software will not run on [illegible] 2 First Computers launched the PRIMA (as supplied to Phoenix) ROM sharer. This high quality ROM sharer features a flexible ribbon [illegible] so that it can be positioned anywhere within your A500 Plus or A600. Full 2 year replacement warranty

now only £19.99 or £27.99 for keyboard switchable version

GVP HARD DRIVES & ACCELERATORS

AMIGA A500 HARD DRIVES

GVP Series II HD8+ 42Mb	only £289.99
GVP Series II HD8+ 80Mb	only £379.99
GVP Series II HD8+ 120Mb	only £419.99
GVP Series II HD8+ 240Mb	only £669.99

A500 GVP Combo's

A530 Combo 40MHz/80Mb HD	only £679.99
A530 Combo 40MHz/120Mb HD	only £759.99
A530 Combo 40MHz/240Mb HD	only £989.99
68882 Co-Processor Kit for A530	only £209.99

GVP memory RAM

[illegible] RAM card AMIGA 1500/2000 with 2mb	only £149.99
32bit 60ns 1Mb SIMM for Accelerator	only £64.99
32bit 60ns 4Mb SIMM for Accelerator	only £179.99

1500/2000 Hard Drives

Impact Series II HC8+ Control card	only £124.99
Impact Series II HC8+ with 42Mb HD	only £249.99
Impact Series II HC8+ with 80Mb HD	only £349.99
Impact Series II HC8+ with 120Mb HD	only £409.99
Impact Series II HC8+ with 240Mb HD	only £639.99
Impact Series II HC8+ with 420Mb HD	only £1039.99

1500/2000 G-FORCE ACCELERATORS

G-Force 030-25MHz with 1Mb 32 bit RAM	only £549.99
G-Force 030-40MHz with 4Mb 32 bit RAM	only £789.99
G-Force 030-50MHz with 4Mb 32 bit RAM	only £1109.99
G-Force 040-28MHz with 2Mb 32 bit RAM for A3000	only £1499.99
Syquest 88Mb + Cartridge & HC8+	only £559.99

All GVP products come with a full 2 year warranty

ROCHARD DRIVES

ROCTEC A500 CONTROLLER CARD

Very similar in style to the GVP HD8+ but unpopulated and without a hard drive so you can fit your own. Please specify IDE or SCSI. Expands to 8Mb of RAM using SIMMS

only £164.99

ROCTEC 40Mb	£269.99
ROCTEC 60Mb	£304.99
ROCTEC 80Mb	£339.99
ROCTEC 120Mb	£374.99

POWER SCANNER

[illegible] Flexible [illegible] image options, plus Clear up, embolden, resize &

only £94.99 [illegible]

Colour version only £229.99

EPSON GS6000 COLOUR FLATBED only £799.99

MICE & TRACKERBALLS

NAKSHA MOUSE only £24.99

with Operation Stealth, mouse mat, holder and [illegible] year warranty, 290 DPI.

Golden Image Mega Mouse

Fully micro-switched.

only £12.99

GENIOUS Happy mouse inc mouse mat. Same quality as the Naksha mouse.

only £19.99

GOLDEN IMAGE Brush mouse with Deluxe paint 3

New concept in mice. Held in a similar way to a pen

only £24.99

Golden Image optical mouse	£29.95
Zydec Trackerball	£29.95
Golden Image Crystal Trackball	£36.95

DISK DRIVES

Roclite 3.5" [illegible] only £64.99

Super slim, Roclite. Best review for disk drives in Amiga Format. Now with built in virus checker and disk device!

Cumana 3.5" only £57.9

1 meg external drive. The best name in disc drives now at a great price.

Prima Addup 3.5"

New slim line high quality drive at a low [illegible]

only £49.99

OPALVISION

[illegible] 500/3000/4000. Includes software bundle

only £635 99

GENLOCKS

Rocgen Plus

[illegible] includes dual control for overlay and [illegible] effects, extra RGB pass thru

only £119.99

ROCGEN ROCKEY

[illegible] adaptation with genlocks

only £269.99

NEW!! LOW PRICE

EMULATORS

[illegible]

Regarded as one of the best emulators on the market.

1500/2000 adaptor £59.99

MS-DOS 4 or 5 £POA

KCS Power board for A600	£167.99
Vortex Golden Gate 386	£389.99
Vortex Golden Gate 486	£699.99
Vortex ATOnce+ 286	£214.99

Golden Gate 386: This is a PC 386-25SX bridgeboard running at 25 MHz

Golden Gate 486: This is a PC 486-25SX bridgeboard running at 25 MHz

ATOnce+ 286: 286 emulator now with 16Mhz clock speed

ACCELERATORS

VXL30 25Mhz	£229.99
VXL30 40 Mhz	£349.99
68881 Co pro for above	£79.99
68882 Co pro for above	£119.99
32 bit 2 Mb ram for above	£189.99
32 bit 8 Mb RAM for above	£299.99

SUPRA RAM

Simply the best! Fits onto the side expansion port. Auto configures with no software patching.

When 256*4 ZIPS are used, the Supra RAM can only be populated up to 2Mb without replacing with 1 Mb by 4 ZIPS

8Mb pop to 1Mb	£89.99
8Mb pop to 2 Mb (256*4 chips)	£114.99
8Mb pop to 2 Mb (1Mb*4 chips)	£139.99
8Mb pop to 4 Mb	£194.99
8Mb pop to 8 Mb	£299.99
8Mb pop to 2 Mb for 2000/1500 range	£149.99

512K RAM only £22.99

Top quality Reflex RAM expansion for the A500 complete with battery backed clock and on/off switch.

PRIMA A500 PLUS & A600 RAM

Built for First Computers & supplied to Phoenix, these high quality modules will take your A500+ or the new A600 (inc built in clock) up to 2 Mb of chip RAM without invalidating your warranty

	A500P	A600
Unpopulated only	£16.99	£23.99
Populated to 512K only	£26.99	£32.99
Populated to 1 Mb only	£33.99	£39.99
2 Mb A600 PCM CIA RAM card		£134.99
4 Mb A600 PCM CIA RAM card		£204.99

DRAM & CUSTOM CHIPS

1mb by 8/9 SIMMS (3 chip)	£28.99 per Mb
4 Mb by 9 Simms	£114.99 per 4 Mb
1 Mb by 4 DRAMS	£42.99 per 1 Mb
1 Mb by 4 ZIPS	only £39.99 per Mb
256 by 4 DRAM (DILs) ideal for A500 and others	
4+ (512K)	now only £3.49
8+ (1Mb)	now only £3.29
16+ (2Mb)	now only £3.09
Kickstart 1.3	£27.99
Kickstart 2.04	£35.99
Fatter Agnus 8372A	£32.99
Super Denise	£23.99
8571-0326 Keyboard controller	£9.99
CIA 8520A I/O controller	£8.99

ACCESSORIES

Techno-Plus Midi interface with midi in/out/thru, and 2 switchable midi out/thru sockets, cables & Music X Junior!!	only £28.99
Mouse/joystick port switcher	only £13.99
Computer Video Scart Switch	only £19.99
2 way Parallel port sharer box inc cable	only £17.99
Amiga Sound Enhancer Plus by Omega Projects. Hear the Amiga sound like you've never heard it before!	only £36.99
PRINTERFACE (ADDITIONAL PRINTER PORT FOR THE 1500/2000/3000)	£35.99
QUALITY MOUSE MATS	£3.99
20 CAPACITY DISK BOX	£2.99
40 CAP LOCKABLE DISK BOX	£4.99
100 CAP LOCKABLE DISK BOX	£6.99
*90 CAP STACKABLE BANX BOX	£8.99
*150 CAP STACKABLE POSSO BOX	£16.99

*add £3.00 delivery if purchasing just one Posso or Banx box. Free delivery when purchased with other product or when buying 2 or more.

AMIGA A500 DUST COVER	£3.99
AMIGA 600 COVER	£2.99
14" MONITOR DUSTCOVER	£6.99
12" MONITOR DUSTCOVER	£5.99
AMIGA TO SCART CABLES	£8.99
STD 1.8 METRE AMIGA PRINTER LEAD	£4.99
MODEM AND NULL MODEM CABLES	£5.99
2 WAY Parallel port sharer	£17.99

DISKS

All 3.5" disks are GUARANTEED FOR A LIFETIME & are CERTIFIED 100% ERROR FREE. Our DS/DD disks are high quality magnetic media & are extensively used by duplicating houses

QTY	3.5" Bulk	OR SONY/TDK BRANDED
10	£4.99	£6.99
30	£14.29	£17.99
50	£21.99	£28.99
100	£39.99	£54.99
200	£72.99	£99.99
500	£169.99	£POA
1000	£339.99	£POA

Branded disks come complete with labels

Disk Labels 500 now only £6.99

Disk Labels 1000 now only £9.99

SOFTWARE

WORD PROCESSING/DTP

FINAL COPY UK version 2!!	only £65.99

From the authors of PenPal. Features include built in outline fonts for top quality output, full graphics-import capability (IFF and HAM), UK thesaurus, spelling checker & dictionary, insert date, time & page number, scale graphics to any size, crop graphics, multiple column layout, magnified & reduced page-view & much more.

New! KINDWORDS V3	only £36.99

Very similar to Wordworth & nothing to do with the terrible Kindwords 2.

PENPAL 1.4	only £39.99

Cost cutting feature packed word publisher with database.

PAGESTREAM 2.2	only £126.99

Powerful DTP package that we thoroughly recommend you.

NEW!! PAGESETTER 3	£POA
Hot Links	£49.99
Pagesetter 2 DTP	£39.99
Pro Page professional V3 DTP	now £99.99
Protext 4.3 W/P	now only £39.99
Protext 5.5 W/P	now only £74.99
NEW!! THE PUBLISHER DTP	£36.99
WORDWORTH 2 word publisher	£72.99

VIDEO AND GRAPHICS

DIGI-VIEW GOLD MEDIA SYSTEM

Complete graphics presentation package. Complete with Digi-View Gold, Digi-Paint 3 & Elan Performer

now only £119.99

[illegible] Compugraphic fonts Vol 1 or 2 by GST	only £9.99
NEW!! Adorage (creates special video effects)	£61.99
Amiga Vision	now only £19.99
Art Department Pro 2.1	only £129.99
[illegible]	£59.99
Deluxe Paint 3	now only £6.99
NEW!! Deluxe Paint 4 AA	£POA
Director V2	[illegible]
EXPERT DRAW	only £49.99
EXPERT 4D JR	only £37.99
[illegible] printer utility	£31.99
Image Master	£124.99
Imagine V2	£169.99
Make Path for Vista	[illegible]
NEW!! Morph [illegible]	[illegible]49.99
Pix[illegible]	[illegible]2.99
Pro Draw 3	[illegible]99
Scala 500	[illegible]99
TURBO PRINT	[illegible]
TV Text Pro	[illegible]99
NEW!! VIDEO DIRECTOR	£124.99
NEW!! VIDEO MASTER	£69.99
Vista	£19.99
Vista Pro 2 (2 Mb required)	£62.99

MUSIC/SOUND

[illegible] Sam	£39.99
Audio Master version 4	£43.99
[illegible] Engineer Plus V2	£159.99
[illegible] & Pipes	£164.99
[illegible] 2	only £164.99
Music Construction Set	£47.99

NEW!! DIGITAL SOUND STUDIO BY GVP ONLY £45.99

[illegible]ic X JUNIOR	only £12.99
NEW!! SUPER JAM	£79.99

PROGRAMMING

[illegible] Logo programming for kids	£19.99
[illegible] Creator	[illegible]99
[illegible] Compiler	[illegible]1.99
[illegible] 3D	[illegible]99
[illegible] Professional	£47.99
AC3	£58.99
AMOS	£24.99
FABASIC 3.5 Interpreter	only £19.99
Basic Compiler	£POA
CSAS Version [illegible]	[illegible]

UTILITIES

[illegible] Backup utility	£39.99

AMIGA RELEASE 2 UPGRADE KIT

[illegible] with Kickstart 2.04 CHIP, Workbench, Install, Fonts & Extras disks full manual set

now only £77.99

NEW!! CrossDos V5	£25.99
Opus Directory	[illegible]99
QUARTERBACK V5	now only £32.99

Latest version of this Fast & Famous hard disk backup utility.

Quarterback T[illegible]	now only £47.99
X-Copy Pro inc. hardware	£33.99

BUSINESS

Home Accounts	£27.99
INTERSPREAD	only £24.99
Mini Office	£42.99
NEW!! PERSONAL FINANCE MANAGER	£29.99
PLATINUM WORKS	only £39.99!!

Excellent integrated business/office pack, with powerful [illegible] spreadsheet, word processor & database.

MISCELLANEOUS

[illegible] Sum new version!!	£39.99
New Low Price!! GB Route Plus	£49.99
World Atlas	£26.99
[illegible] Software [illegible]	[illegible]

CALLERS WELCOME AT OUR BRANCHES   OPEN 9-5.30, MONDAY TO SATURDAY (10-4.30 SUNDAYS ST ALBANS ONLY)

Hobbyte

COMPUTER CENTRE

10 MARKET PLACE ST ALBANS
HERTS AL3 5DQ TEL: (0727) 56005/41396
THE GALLERY ARNDALE CENTRE LUTON
BEDS LU1 2PG TEL: (0582) 457195/411281

WARNING

Due to the exchange rate, many items in this ad will increase in price including CBM + Philips product.
At the time of going to press we are unable to confirm the extent or date of the increases, therefore, all prices must be confirmed by telephone before ordering.

HOW TO USE THIS AD

For the first time ever, you can choose your own and software combination, and still benefit from huge savings only available from package deals. Want an A500 with 1500 software? No problem. Like an A1500 without games? It's up to you! All we ask is that you choose at least 1 software when you order your hardware (optional on CD A1200, A3000 or A4000)

OLD AMIGA TRADE-IN

The best trade-in allowance, extra for peripherals and accessories. Trade in your old machine for a brand new A600/A1500/1200/3000/4000/CDTV or even PC

AMIGAS FROM £195

A limited number of refurbished A500/1500/3000s are available, complete with 3 months warranty.
Also, ask about refurbished printers, 590 and other hard drives, accelerators, monitors and peripherals.

WE WANT TO BEAT ALL PRICES!

CALL US!!

AMIGA 500+ £254.95

A500+ with A570CD + FDCD £519.99

LIMITED NUMBER AVAILABLE - PHONE!

AMIGA 600

A600 with 12 month on-site warranty, 1MB, WB 2.05, 3.5" FD + Smart Card Interface, Mouse and Manuals

	ALONE	WITH 8833/CBM 1084 + ON-SITE
A600	259.00	439.00
A600 20MB HD	419.00	599.00
A600 40MB*	469.00	649.00
A600 60MB*	494.00	674.00
A600 120MB*	594.00	774.00

2MB VERSION ADD £39.95

See below/across for alternative software packs

* Top quality 3rd party drives, covered by full 12 month return to-base warranty

AMIGA 1500 inc. on-site

Full UK spec. with 1MB RAM mouse, expansion or 2000 leads, manuals. Now including Kickstart & Workbench 2.05. Hard disc configuration inc. the high performance GVP II controller card, EXPANDABLE TO 8MB

Dual Drive	469.00
DD+GVP+52MB HD	732.00
DD+GVP+80MB HD	799.00
DD+GVP+120MB HD	872.00
DD+GVP+120MB HD	1049.00
With 1833/1084S	ADD 179.99
With 7CM + M/W FF	ADD 379.99

1500 SPECIALS

1/2 PRICE 1500 S/W PACK EXTRA only with 1500, 1500 Pack Extra at only
1500 HD + ON-SITE, 8833/1084S, 200 24 pin col printer, 1500 Extra software Starter Pack + AmigaVision
52MB ....£1149.00 120MB ....£

For extra 2MB fitted to GVP	ADD £60.00
Also with Kickstart 1.3 + ROM Sharer	ADD £39.90
Also with Citizen 200 24 pin Col Printer + Starter Pack	ADD £199.00

AMIGA 3000

12 MONTH ON-SITE MAINTENANCE

Latest version 68030 25MHz, 3.5" 880K FD + spare drive bay (or 4 spare bays on tower), 512K 32 bit ROM 4 Zorro III, slots with 2PC AT slots (or 1 CPU 7 Zorro III, 2 PC AT on tower), hard drive and memory as below

DESKTOP	52MB	120MB	210MB	425MB
1MB video + 1MB Fast Ram	1289	1469	1729	2149
2MB video + 1MB Fast Ram	1437	1679	[illegible]	2359
2MB video + 4MB Fast Ram	159[illegible]	[illegible]	2079	2429
2MB video + 8MB Fast Ram	1729	[illegible]	[illegible]	2559
TOWER				
1MB video + 4MB Fast Ram	-	2299	2549	2949
2MB video + 8MB Fast Ram	-	2449	2699	3199

NEW PRICES PHONE!

With Multimedia Pack: AmigaVision, Deluxe Paint 4.1 and Scala	ADD £195.99
With extra 4MB Fast RAM (Fitted if required)	ADD £169.99
With Philips SVGA 28dpi inc. tilt & swivel	ADD £259.00

AMIGA 1200

GET IT FIRST FROM HOBBYTE

1200 SD	369.00
1200 40MB	569.00
1200 80MB	649.00

2 MB, 68020 with new AGA chip set, 256,000 colours from 16 million colours plus on-site.
First supplies now arrived - Very limited

CDTV

1MB with Disc Caddy, Welcome CD + tutorial + remote control unit

	AS ABOVE	WITH MATCHING DRIVE KEYBOARD, MOUSE + WB 1.3
As above	£369*	£459
With Goldstar Black TV monitor + remote control	£549*	£639
Extra RAM	£POA	

Plus Hutchinsons Encyclopaedia + Lemmings
See below/across for software packs

NEW PRICES!

AMIGA 4000

MULTIMEDIA AMIGA

New AGA Chip Set + blistering 68040 processor, 256,000 colours from 16.8 million, scan doubling for flicker free display, 25 MHz, Mouse, Amiga 3.5"/1.76 MB 3.5" drive Plus Cross DOS for transfer of files between Amiga DOS + MS DOS. 2 rear + 2 front 3.5" bays, 1x 5.25" bay, Hard Drive as below, Amiga DOS 3.0 system and utilities, Gold Service Warranty

	ALONE
120MB HD 2 + 4MB	£2089 inc. VAT
120MB HD 2 + 8MB	£2239 inc. VAT
240MB HD 2 + 8MB	£2399 inc. VAT

TRADE IN AVAILABLE

With SVGA low radiation high-res 28 dot pitch col monitor inc tilt and swivel ADD £259

THE HOT LIST

CURRENT TITLES VARY - INCLUDES:

Paperboy II	Hunt for Red October
Colossus Chess	Blinky's Scary School (under 12)
Challenge Golf	Battleships
Ancient Games 5 events	Licence to Kill - Bond Game
Cisco Heat Police car race	Silkworm Helicopter jeep mission 93% CU
Edd the Duck (under 12)	Continental Circus 8 Int race circuits 92% AA
Master Blazer 30 sports	Zerothrusta - Thrust done 94% Zzap
Onslaught Format G 90%	Thunderstrike Fighter Flight Sim

+ LOTS MORE - AT LEAST 25 TITLES TO CHOOSE FROM!

THE HOTTEST LOT PACK

	VALUE/RRP
• All as Starter Pack	203.90
PLUS:	
• Another 10 GREAT individually packaged games BETTER THAN THE BEST previous RRPs up to 39.99 each, phone to choose from HOT LIST, or leave it to us! Children's games available.	269.82
• 80 Prog. Hobbyte PD Greats Pack D. Includes top games like Battlecars, Star Trek, Computer Conflict, Megaball dozens of arcade classics, board classics and shoot-em-ups. DPaint clip art, Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every new Amiga owner!	39.99
TOTAL VALUE	513.71
WITH AMIGA	49.99
SEPARATELY	69.99
SPECIAL: ALSO 19 extra 'Hot List' games	ADD 25.00

1500 PACK EXTRA (ALSO FOR A500, A500+, A600 CDTV, 3000)

	VALUE/RRP
• The Works Platinum, word processor spreadsheet, database	169.95
• Deluxe Paint III with animation	79.99
• Get the most out of your Amiga book	9.95
• 80 Prog. Hobbyte PD Greats Pack see Hottest Lot Pack	39.99
• 4 disc 700 Clip Art pics/graphics for DPaint III	9.99
• Puzznic OR Lemmings	24.99
• Toki Captain Planet	24.99
• Elf The Simpsons	29.99
• Digita Home Accounts	29.99
TOTAL VALUE	429.82
WITH AMIGA/CDTV	49.99
SEPARATELY	69.99
PLUS Starter Pack	67.99

WWW EXTRA - OR 'ANYTHING YOU CAN DO' PACK?

WWW pa CAN YOU DO A BETTER PACK? Then do! Choose any s/w you like up to £60 RRP (or more, but you'll have to pay the extra) instead of 3 main games. If we think your pack is a winner, we will refund price paid and advertise it with YOUR NAME eg 'Edward Bradshaws Pack'

	RRP
• DPaint III with animation	79.99
• 700 clip art pics/graphics for DPaint III	9.99
• 3 disc Home Pack incl. W Processor, Dbase, Spreadsheet	9.99
• Virus Killer	4.99
TOTAL VALUE	102.93
WITH AMIGA/CDTV	49.99
SEPARATELY	59.99

ALSO WITH STARTER PACK £18.99 EXTRA

NO OTHER DEALER CAN BEAT OUR CREDENTIALS

- 8+ years experience in Commodore product and here to stay
- Commodore trained staff are friendly and helpful and are parents, multimedia, educational, games, programming or technical specialists (usually more than one!)
- Open 9-6 pm Monday to Saturday and 10.00 am to 4.30 pm Sundays for convenient shopping.
- Callers welcome for advice and demonstration at our 1600+ sq ft High St Town Centre branches
- Same day despatch for most orders received by 5.30 pm; express am and Saturday services available
- Hardware carefully handled and delivered safely and reliably by caged, insured, top name courier service
- Pre-despatch testing on Amiga systems
- Free 30 day, next day courier collection and delivery of NEW replacement (except product with on-site maintenance)
- Hotline support and in-house engineers
- Upgrade and trade in offers to keep you up to date
- Exceptional after sales service
- BFPO and Export welcome

NOT JUST ANOTHER MAIL ORDER COMPANY

For years a major player in Amiga Mail Order, Hobbyte also boasts extensive expertise and experience in specification and support of multi-media and specialist systems. Hobbyte have been recommended and trusted by Commodore and successfully won major orders and support contracts from London Boroughs, MOD, educational establishments etc. We are pleased to be placed on tender lists. This expertise is available to all our customers.

STARTER PACK

	MAX VALUE/RRP
• Microswitched Joystick	9.99
• 10 cap. lockable disc box PLUS 10 blank discs	16.90
• 4 great board games See HOT LIST Phone for current choice OR DPaint III +700 Clip Art Pics/graphics	159.90
• Mouse Mat and Dust Cover	9.98
• 16 Days Free Hotel Accommodation in UK, Ireland or France you pay only for meals	
TOTAL VALUE	186.91
WITH AMIGA/CDTV	19.99
SEPARATELY	29.99

WITH ANY OTHER PACK ONLY £18.99

EPIC PACK EXTRA

Needs 1MB and Hard Drive

		VALUE/RRP
• Epic Pack	Trivial Pursuit language Lab, Amiga text	29.99
	Epic, Rome, Myth	77.97
• DPaint III with animation		79.99
• 700 clip art pics/graphics for DPaint III		9.99
• 3 disc Home Pack incl. W Processor, Dbase, Spreadsheet		9.99
• Virus Killer		4.99
TOTAL VALUE		212.92
WITH AMIGA/CDTV		39.99
SEPARATELY		49.99

ALSO WITH STARTER PACK £18.99 EXTRA

• AMIGA SPECIALISTS • STAR GOLD DEALER • CDTV CENTRE • PHILIPS APPOINTED DEALER •

PROFESSIONAL FAMILY PACK (1MB REQUIRED)

	VALUE/RRP
...mon Classics Games. Lemmings OR Elf	25.99
The Simpsons Lotus	24.99
Captain Planet Puzznic	25.99
Deluxe Paint III with animation + 700 Clip Art pics	89.99
The Works Platinum Word Processor Spreadsheet and Database	169.99
...the Duck	29.99
OR Round the Bend OR Digital Home Accounts	
...Killer Duck	4.99
Hobbyte PD Greats Pack see Hottest List Pack	39.99
DP pack inc Fonts, Clip Art and Disc Tutor	9.99
Hobbyte Infant, Junior (specify) or Secondary Educational Pack	19.99
Blank Discs + 80 Capacity lockable disc box	26.98
Mouse Mat + Dust Cover and Joystick	19.97
TOTAL VALUE	488.85
WITH AMIGA/CDTV	79.99
SEPARATELY	99.99

SPECIAL. Also with Citizen 200 24 PIN Colour Printer and Starter Pack ADD 199.00

ABSOLUTE BEGINNERS PACK 3-13 YEARS

	VALUE/RRP
Your choice from Fun School 2, 3 or 4 (for 3-9 yrs - specify age 9 diff versions available) Up to 6 stunning UK educational games in each package, with beautiful pictures, exciting animation + music that helps to develop numbers, word + other skills. Up to 6 levels of difficulty. Conforms with National Curriculum	25.99
Merlin's Maths (for 7-11 yrs) from the award winning Fun School stable, 6 engrossing games to teach essential maths skills in a way children will love	
Spelling Fair (for 7-13 yrs) all the fun of the fair on 6 levels makes learning spelling addictive and fun. Includes 6 games plus 3000 word dictionary + special selection of words for needs of dyslexic children + parents can create new dictionary of words requiring special attention	
Edd the Duck (7 yrs) OR Elf (7+ yrs) OR Round the Bend	25.99
Hobbyte Infant or Junior (specify) Educational Pack, featuring up to 12 Learn while you play games	19.99
Hobbyte 30 Easy Childrens' Games, 10 pack disc including Train Set and other top entertaining PD titles	19.99
Deluxe Paint III with animation + 700 Clip Art pics for DP inc. children, Fairytale + Legend characters, Sport, Cartoons etc.	89.99
Joystick + 10 blank discs	15.98
TOTAL VALUE	197.92
WITH AMIGA/CDTV	39.99
SEPARATELY	59.99

ALSO WITH STARTER PACK £18.99 EXTRA

SPECIAL: Each extra title from first selection add just 15.00

TRAMPY'S, THOMAS'S OR NODDY'S PACK 2-8 YEARS

AT LEAST 57 EDUCATIONAL/FUN FILLED GAMES!

	MAX VALUE/RRP
The Shoe People 6 colourful and entertaining games featuring Trampy and friends to encourage early number reading and pre-reading skills. With Shoe People music	29.99
OR Thomas the Tank Engine's Fun with Words 6 separate easy to use learning programmes with animation and sound.	
OR Noddy's Playtime (to 7 years) 8 magical learning games at 3 levels, PLUS Junior Art package inc. Colouring, Electronic 'Fuzzy Felt', FREE Toy Town map, Keyboard overlay and wobble	
Shapes and Colours Bobby the Clown entertains and lays down the foundation for maths and writing in 6 colourful animated games.	9.99
Fun School 2, 3 or 4 the "Fun School" series have won just about every award going. 5 or 6 wonderful animated games	24.99
OR Picture Book 4 colourful and amusing games from the Fun School design manager will delight young children.	
Deluxe Paint III with animation + 700 Clip Art pics for DP inc. children, Fairytale + Legend characters, Sport, Cartoons,	89.99
Hobbyte Infant Educational PD Pack containing 10 fun while you learn games	19.99
Hobbyte 30 Easy Children's Games Pack	19.99
10 Blank Discs, Joystick, Mouse Mat	26.96
TOTAL VALUE	221.90
WITH AMIGA/CDTV	59.99
SEPARATELY	79.99

ALSO WITH STARTER PACK £18.99 EXTRA

SPECIAL: Each extra title from first selection add just 14.99

ZOOL + SCHOOL PACK

TED 11-15 YEARS GCSE

Zool Number 1 Chartbuster	25.99
Striker 94% CU Amiga	25.99
Pinball Dreams 94% AUI	25.99
Transwrite UK WP + Spellchecker	49.99
ADI French Maths or English (11-15 specify age) ADI the lovable extra terrestrial gifted teacher guides you through National Curriculum. Ideally complements school work. From the award winning Fun School team	25.99
+ HOT LIST Games	209.94
Hobbyte 80 Programme PD Greats Pack "See Hottest List"	39.99
Hobbyte Secondary Educational Pack	19.99
Microswitched quality joystick	9.99
TOTAL VALUE	407.87
WITH AMIGA/CDTV	49.99
SEPARATELY	69.99

A3000 24 BIT SYSTEM - £BEST!

WE SPECIALISE

- Extra RAM • 68040 accelerator
- 24 bit colour card • 24 bit colour real time digitizer
- 24 bit 3D Art + animation s/w
- Fitting and Free 1/2 day customised training

TELEPHONE JP

THUNDERBIRDS ARE GO!

We hope! We are trying to organise a pack, complete with die-cast toy, no promises, but phone for latest!!

ACCESSORIES

...virus protector + backup	23.99	Golden Image Happy Mouse	18.99
Modulator	29.99	GI Brush Mouse + DPIII	23.99
Deluxe control centre	44.99	GI Optical Mouse	28.99
Control Centre	29.90	GI Crystal Trackball	35.99
Keyboard	39.99		

MODEMS

...SM 2400 Modem	118.99
...Fax 2400 + 5 year warranty	78.95
...Fax 2400 Plus + 5 year warranty	137.95

FLOPPY DRIVES

3.5 external drive, daisychain + on/off	48.95
...CAX 354 3.5 external drive, beige	52.99
...external 3.5 drive, black + 10 blank discs	49.99
... with anti click + Blitz back up and virus protector	65.00
... or above, Cyclone compatible	78.99
...drive as PC 880	125.00
...internal A500 drive	34.95

MONITORS/ACCESSORIES

...1084SDI monitor + leads + 2 great Hot List games	179.99
...UK 8833 MKII mon + leads + Turbo Challenge + on-site	179.99
...swivel stand Inc Philips 8833	12.99
...1132 FST TV/Monitor	238.99
...960 High res monitor	399.99
...7CM Hi res SVGA 28dp Inc. tilt & swivel	259.99
...4FG Multi Sync	544.99
...Flicker Fixer	124.99
...Flicker Free Video 2 A500	197.90
...Sea Fix	196.99
...14" Multi Sync for 1200/4000	429.00
...20" Multi Sync for 1200/4000	1549.00

SCANNERS & DIGITISERS

...GT 9000 600dpi 24 bit A4	789.08
...GT 8000 800dpi 24 bit A4	1192.99
...Hand Scanner 400 dpi, 64 Greyscale, Powerscan software	88.99
...Colour Hand Scanner	219.49
...JX 100 A6 Scanner + scanlab s/w up to 18 bit	469.99
...JX 320A6 Scanner + s/w up to 24 bit	898.99
...Image 12	73.99
...Sketch II A4 Tablet Digitiser	319.99
...Sketch II A3 Tablet Digitiser	529.99

GENLOCKS

...Rendale 8802/8806	POA	Rocgen Plus	114.49
...Rendale 8802 SVHS	529.99	Rocgen	85.99
...	78.95	Video Pilot v330	994.94
...Pal Genlock	329.99	Elec. Des. YC Genlock	496.49

DISCS

...Blank DS/DD discs in box	6.99	50 Blank DS/DD discs	17.99
...Blank DS/HD discs	8.99	50 Blank DS/HD discs	27.99

ACCELERATORS/HD A500/600

A530 1MB 120MB	728.99	20MB HD upgrade	119.00
A530 1MB 240MB	908.99	40MB HD upgrade	199.00
A530 68882	203.99	60MB HD upgrade	225.00
GVP HD8 52MB	318.99	80MB HD upgrade	275.00
GVP HD8 120MB	408.99	IVS Trumpcard 42MB HD	279.99
GVP HD8 240MB	663.99	Extra 2MB fitted to any above	62.99
A590 20MB	259.99	Microbotics VXL30 25MHz	219.99
A570 for 2.04 1MB 500	309.99	2MB Burst RAM for above	179.99

ACCELERATORS/HD A1500/2000/3000

GVP Series II 40MB	245.00	G Force 030 50MHZ 4MB	1099.99
GVP Series II 80MB	328.00	G Force 040 13MHZ 2MB	POA
GVP Series II 240MB	633.99	Prog Zeus 040 28MHZ 4MB	1739.99
GVP Series II 420MB	1033.99	Prog Mercury 040 28MHZ (3000)	1349.99
G Force 030 25MHZ 1MB	543.99	Syquest removable HD 88MB	549.95
G Force 030 40MHZ 4MB	783.99	Extra 2MB fitted to any above	62.99

EXPANSION

A500 512k Ram Exp+Clock	19.90	A600/1200 4MB exp (fast)	179.99
A500+ 1MB exp	28.99	A1200 32 bit 2MB exp	POA
A500+ Switch 1MB exp	37.99	A1200 32 bit 4MB exp	POA
CDM 2.04 upgrade kit	74.99	A500 Rom Sharer 1.3	POA
A600 1MB exp (chip)	39.99	A500 Rom Sharer 2.04	POA
A600/1200 2MB exp (fast)	117.99	A600 Rom Sh. + 1.3	POA

Chip fitting and board upgrade available, by our qualified engineers or DIY kit ... POA

EMULATION

KCS Powerboard	POA	G Gate 386sx 25MHz	438.99
KCS Powerboard with DOS	POA	G Gate 486SX	795.99
KCS adaptor	POA	GVP 286 for GVPII +530	216.99
A1 Bridgeboard for 1500	299.00	AT Once	214.99
386 Bridgeboard for 1500	POA	GVP 40/4 for 1500	945.99

PRINTERS

2YR WARRANTY WITH CITIZEN

	ALONE	WITH STARTER PACK		ALONE	WITH STARTER PACK
Citizen 120+D	118.99	ADD £12.99	Citizen 5240 24 col*	259.99	ADD £12.99
Star LC20	113.49		Citizen 524e col*	299.99	
Star LC100 9 pin col	146.49		HP Deskjet 500	329.99	
Star LC200 col	163.49		HP Deskjet col*	399.99	
Citizen Swift 9*	193.49		HP Deskjet 550C	519.99	
Star LC 24-20	173.49		HP Portable	629.99	
Star LC 24-100 24 pin	163.49		910ex Bubblejet port.	204.99	
Star LC 24-200	197.25		BJ 20	304.99	
Star LC 24-200 col	239.49		BJ 330 A3	469.99	
Citizen 124D	174.99		BJ 300	318.99	
Epson LQ 100	189.99		Star SJ 48	191.49	
Citizen 5200 24*	179.99		HP Laserjet IIP +	649.99	
Citizen 5200 24 col*	189.99		CMS Ink Jet col A4	4999.95	

*Turbo Print Pro driver/util s/w highly recommended ADD £39.95

STARTER PACK: 500 Sheets A4 or continuous paper, Amiga to printer lead, Universal Printer Stand & Driver * with Print Manager

24 BIT

A Video 24 with TV Paint for 500	588.99	HaHobbyt 4000 24 bit card	1289.99
Art Dept. Pro 2.1A	174.99	Image Master	1069.00
OCTV	395.99	Opal Vision 24 bit board + Opal Paint, Opal Presents, Karate 24 bit s/w	689.00
Firecracker	POA	Rembrandt 24 bit board	2489.99
GVP IV + VIU S	1389.99	V lab 24 bit real time digitiser	279.99
GVP IV + VIU-CT	1759.99		

SOFTWARE

GRAPHICS/CAD

AmigaVision	47.50
Art Dept. Pro 2.1	98.99
Deluxe Paint III	9.49
Deluxe Paint IV	53.99
Expert 4D Junior	36.99
Expert Draw	48.99
Imagine v2	109.49
Pro Draw 3	69.99
Real 3D Beg 1.4	83.99
Real 3D Turbo Pro 1.4	229.50
Scala 500	68.99
Scala MM200	434.99
Scala Pro 1.13	173.50
Sculpt Animate 4D	198.99
Spectra Colour	57.99
X CAD 2000	89.50
X CAD 3000	238.90

VIDEO PRODUCTION/TITLING

Adorage	59.49
AmigaVision	47.50
Broadcast Titler II	148.99
Deluxe Photolab	51.49
Morph+	143.99
Pro Video Plus	137.99
TV Show Pro	51.39
TV Text Pro	68.99
Video Director	106.99

EDUCATIONAL

Any Fun School	14.99
Any ADI	17.50

See also software packs

UTILITIES/LANGUAGES

AMAX II Plus	289.99
Amos 3D	21.49
Amos the Creator	30.95
Amos Compiler	19.49
Easy Amos	22.99
Cross Dos v5	22.75
Disk Master II	43.75
GFA Basic	17.99
Lattice C6	179.99
Quarter back	30.50
Quarter back Tools	44.99
SAS C V6	169.46
Xcopy Pro	29.49

APPLICATION

Arena Accounts	89.50
Excellence 3	68.99
Final Copy II	66.99
Kind Words III	35.99
Maxiplan Plus v4	38.99
Mini Office	43.99
Pagestream 2.2	122.99
Pagesetter II	42.49
Pen Pal 1.4	52.50
Personal Finance Manager Plus	31.99
Pro Page v1	137.99
Saxon Publisher	177.95
Superbase Pro 4	148.99
Wordworth V2	79.99
Works Platinum	43.99

MUSIC

AD 1012 Studio 16 Sampler	349.95
Audio Engineer Plus 2 Sampler	188.99
Audio Master 4	44.49
Bars & Pipes Pro 1 DE	172.13
GVP Digital Sound Studio	48.99
Midi Interface	19.95
Rombo Megamix	23.99

NOTE: See warning across - top left

ORDERING:

TELESALES NO: (0727) 56005

Next day delivery for credit card orders placed before 5pm subject to availability. Alternatively send cheque, postal order, bankers draft or official order (PLCs, Education and Government bodies only) to, Dept. CU, Hobbyte Computer Centre, 10 Market Place, St. Albans, Herts AL3 5DG. Please allow 7 working days for cheque clearance. Subject to availability despatch is normally within 24 hours of receipt of cleared payment. Prices are correct at time of going to press, however we are sometimes forced to change them, either up or down. Please check before ordering. Additional services and different packages may be offered in our showrooms, and prices may vary from Mail Order prices. Personal callers are asked to quote this ad to ensure Mail Order packages are offered.

DELIVERY CHARGES	UK MAINLAND (NON HIGHLANDS)
Small consumables & software items	Despatched by post, please check charges when ordering
Other items, except lasers	Next day courier service £10 per box
Offshore and Highlands	Please enquire
IN ADDITION WE OFFER THE FOLLOWING EXPRESS SERVICES	
Saturday deliveries	Normal rate plus £15 + VAT per box
7am next day	Normal rate plus £8 + VAT per box

NO DEPOSIT CREDIT FACILITIES

Credit terms at 34.0% APR (variable) can be arranged for purchases over £150, subject to status. Competitive leasing schemes are also available for businesses, including sole traders and partnerships. All [illegible] loans.

Amiga prices, except where stated are inc. VAT. E & O E

ER • HP AUTHORISED DEALER • CITIZEN DEALER PLUS •

TELE-ORDER (0727) 56005

Get Serious is back with a bang! Every month in this section, we will be exploring strange new software, seeking out intelligent peripherals and inviting you to...

GETSERIOUS

102 TOME Series IV

102 A-Gene

102 Logitech Pilot Mouse

104 Deluxe Paint AGA

108 VideoMaster

111 Video Back-up System

114 Digital Sound Studio 8

118 V-Lab

121 SCSI vs IDE

126 Canon BJ-200

130 Daata Scanner

132 Wordworth 2 vs Excellence!

139 Art Gallery

144 Amiga Profiles: Tobias Richter

150 PD Scene

153 PD Utilities

157 Videoscape 3D Tutorial

TOP RATED

The top rated accolade is for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.

TOME Series IV

Nick Veitch looks at a great help for games' programmers stuck for a backdrop.

You know the problem. You want to create a game, probably some kind of shoot 'em up. But how exactly do you create all those backdrops, and more importantly, how do you continuously scroll them from within your game?

Well, the answer, like the answer to so many things, is tiles. Tiles are small squares of picture data, like IFF brushes, which are assembled in order to create a full image on the screen. The advantage of constructing a picture in this way is that when some parts of the screen are similar, the same tile can be used more than once. If you are very cunning about the way you arrange the tiles, the end user won't even notice that you have used this method to construct the screens.

Since the entire screen is made up of tiles, you can then define complete images just by listing the

• •

A-Gene

Ever wondered just how many famous people you're related to? Nick Veitch may have the answer.

Every year thousands of American tourists descend upon these islands with one objective in mind. Well yes, they do wear loud clothing, talk too much and insist on mispronouncing every place name they possibly can, but the real reason they come is to check out their roots. They all really want to know that they are related by marriage to the great (to the power of 14) grandson of a man who once got beheaded for 16 groats worth of tax evasion.

A lot of normal people are quite interested in their family history, too. A lot of families find it hard to trace their history back through upheavals like the last World War. Even if you do know who your great grandparents were, it is difficult to record all the information in a meaningful way.

That's where *A-Gene* comes in. It is, essentially, a database, but it is a database which has been specifically designed for dealing with records of peoples lives. Entries allow complete details of birth, marriage and death including locations and dates tiles that are required to make it which takes up a lot less room These lists are called maps

It makes sense doing things this way Consider a game which scrolled over 20 screens of backdrop Doing it the obvious way with a huge bitmap would require (20 x 32k =) 640k of memory – there wouldn't be enough room left for the game on most systems With a tiling system these screens could typically take up less than 50k!

About 90% of games use this system for backdrops so it's about time you did too *TOME* is a complete software extension for the *AMOS* programming language It adds commands to allow the use of tiling systems from within *AMOS*

It can handle tiles on a number of different resolutions (16x16, 16x32, 32x16 and 32x32) and the maps are very compact taking only one byte for each tile used In the example above the 20 screens could be compressed to 36 8k with the highest resolution of tiles, and even less using 32x32

The system comes as you would expect, with a tile editor and map creator program which are, naturally enough, written in *AMOS* There is also a value editing system Tiles can be very versatile, and the values allows you to set flags on any particular tile These can be used for anything, but examples include the points for destroying that tile, whether it is solid or not which tile it should change to if it is hit – you could get virtually anything into the eight bits allocated if you tried hard enough

TOME also has a complete set of functions dealing with collision detection It is really a complete game system in itself

This is the fourth version of *TOME*, which has now established itself as the extension system no *AMOS* programmer can afford to be without. The 60 plus commands are well worth the asking price of £29 99 (£24 99 for AMOS club members), never mind the editing programs that come with them

Contact: Shadow Software, 1 Lower Moor, Whiddon Valley, Barnstaple, North Devon EX32 8NW. Telephone: 0271 23544.

88%

LOGITECH PILOT MOUSE

Commodore's own mouse has never received high praise. Nick Veitch looks at a better alternative.

There are three things in life that are inevitable death, taxes and changing your original Commodore mouse for one that works properly Nobody is quite sure why it is that the manufacturer of the world's most successful home computers is unable to produce decent quality accessories for them

Think back the 1541 floppy drive for the C64 (slower than the cassette drive), the Commodore joystick (guaranteed to severely damage your hands) the Amiga external floppy drive (about the size of War and Peace, unabridged version) and finally we arrive at the mouse

Commodore's rodent, although about the right size and shape for a mouse (which is quite a miracle, all things considered), nevertheless fails on several important criteria Firstly, its resolution is too low – you have to have a very large desk to be able to use it without 'paddling' backwards and forwards Secondly, they usually break fairly easily, the button particularly

It isn't much of a surprise that a lot of third party manufacturers have stepped in to fill the gap, Logitech being no exception

The first thing that you'll notice about this mouse is that you need to plug in two leads to get it to work It's been designed for use on the ST, so an adaptor lead is provided This does add an extra six inches to your length (giving about four and a bit feet in total) but also means that there is a rather large bulge in the cable where the connectors go Couldn't they have put a switch on the mouse itself?

The resolution is much greater than the CBM mouse, meaning you can actually reach all the corners of the Workbench screen in about the area of a floppy disk. It is also very accurate for detailed work, because it lacks the inertia factor of the lumbering CBM beast

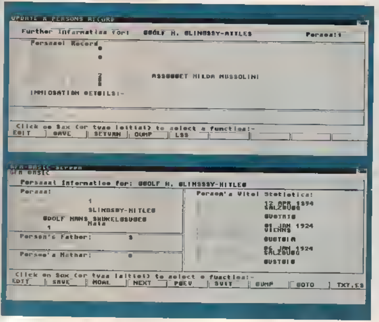
The buttons have a satisfying resistance which is crisp, not squidgey like on some models, and although it has not been destructively tested (honest Mr Logitech, it still works) the mechanism is of a more reliable type

The only disadvantage, for me anyway was the shape of the mouse It is curved well, it's a nice size, but it has sharp corners at the rear which, if not actually painful certainly only have a passing acquaintance with comfortable It may look very sexy and Porsche Turbo-like but that doesn't mean much if it's uncomfortable to use

The mouse ball seems to be of the right type, in that it passed all the statutory traction tests (varnished desk, plain paper, back of magazine), it even seemed to work on a CU mouse mat (some still available – order now to avoid disappointment)

Contact: Logi UK Ltd., Unit 9, Kingfisher Court, Slough, Berkshire SL2 1JF. Price: £28.20.

81%



UPDATE A PERSONS RECORD

Further Information for: [illegible] H. SLINGSBY-HITLER Person:1

Personal Record

[illegible] HILDA MUSSOLINI

IMMIGRATION DETAILS:-

Click on box (or type initial) to select a function:-

GFA-BASIC-Screen

GFA BASIC

Personal Information for: [illegible] H. SLINGSBY-HITLER

Person:
1
SLINGSBY-HITLER
[illegible]
Male
1

Person's Father:

Person's Mother:

Person's Vital Statistics:
12 [illegible]
SALZBURG
AUSTRIA
01 JAN 1924
VIENNA
AUSTRIA
06 JAN 1924
SALZBURG
AUSTRIA

Click on box (or type initial) to select a function:-

All the records can be inter-related to show who is the daughter of whom, which can be quite useful if your ancestors did a lot of in-breeding (well, Dan said it was useful anyway) Multiple marriages are catered for and various methods can be used for viewing the wedding and begettings that have gone on

The software itself does seem a bit primitive It has been written in GFA BASIC – not that I have anything against that particular BASIC, or in fact with any BASIC whatsoever, but the gadgets, requestors and overall feel of the software is that it is a bit ropey (and did in fact guru once or twice whilst under test).

Text input is a bit slow and laborious and you can't edit records by simply clicking on the relevant field and changing the text, you have to go through all the fields in the record.

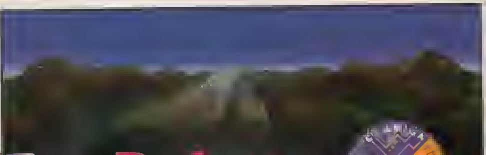
There is printer support for printing out all the details In fact most of the information that is displayed on screen can alternatively be sent to the printer via the preferences printer driver The printouts are text only so you can use the program with any printer

Pictures can be attached to records though, with a viewer built in. This is a nice feature, but more use of graphics could have been made throughout the software Still, it is inexpensive and does the job well if rather slowly when large numbers of records are involved

Contact: Amiganuts United, 12 Hinkler Road, Thornhill, Southampton. No telephone available.

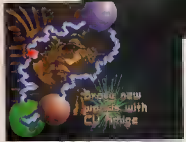
69%

I took two separate 256 colour images from a rendering I did in *VistaPro* on the PC, imported them into *DPaint AGA* and matched their palettes by re-mapping. The magic happened when I cut out the scene, flipped it vertically, then painted it down with a transparency of 70 to create the lakeside reflection. Using the smear function I created a ripple effect on the water, and added a little light shrubbery around the edges. Photorealistic or what?

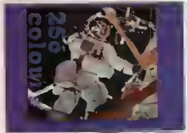


Deluxe Paint IV AGA

The future just got brighter for Amigaowners – 16 million colours brighter, thanks to Electronic Arts, whose upgrade to DeluxePaint takes full advantage of Commodore's new chipset. Ageing Amiga artist Peter Lee finds it IS possible to teach an old dog new tricks... and we do mean the software!



An old friend, King Tut from the very early days of *DPaint*; here I've loaded him into standard mode, which lets me add multi-range coloured spheres and neon effects, and still have change out of 256 colours.



This NASA image arrived as an old HAM picture; by loading it into *DPaint AGA*, then switching modes to standard 256 colour, very little is lost in the translation. The text is ghosted by using transparency again, this time set at 40.

GROWN UPS

If you hadn't noticed, Commodore's little girls have grown up. Alice and Lisa, cute names for some heavy duty Amiga graphics chips are full grown now ... and more seductive than ever.

The AGA custom chipset, with more colours and modes on offer than ever before, breathes much-needed new life into the range and looks set to re-affirm the Amiga as the top home graphics computer. And with all this pixel power pulsating in A1200s and 4000s (and who knows what other models) , who ya gonna call ? Electronic Arts, that's who. If anyone can make the Amiga sit up and dance, EA can, they've proved it often enough, and they're ready to curl your toes yet again with a new AGA version of *DeluxePaint IV*.

AGA – Advanced Graphic Architecture. What does it mean to you? To put it bluntly, if you don't have it, your machine and you are going to be a bit sick. If you do have the chipset fitted, it means you can forget the 32 colour limit for regular graphics, you can forget 4096 colour HAM (thank God), and wallow in the luxurious comfort of 256 colours for standard work. In techie-speak, the AGA chipset gives you eight bits per pixel RGB, 8 bit HAM and 256 colour modes. In a nutshell, this offers access to over 16 million colours in resolutions from 320 x 200 to 1280 x 400.

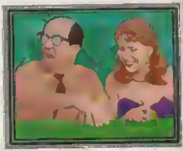
If all this sounds like trashing the old Amiga standard, it isn't meant to be. My finest artistic hours have been spent in 32 colour low resolution mode. But older Amigas are certainly made to look like poor relations alongside their new counterparts. And if anyone can sell Amigas for Commodore, then EA can – and will, with the new version of *DPaint IV*. Here's why.

OFF THE MARK

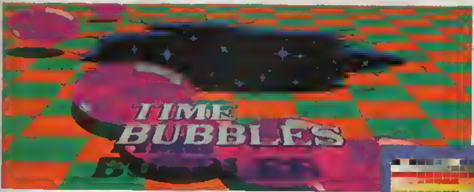
To actually use *DPaint IV AGA* you'll need 2Mbs of memory, AmigaDOS 2.04 or greater, and two floppy drives or a hard drive and a floppy. The software supports the AGA chipset (the ECS chipset is still supported). AmigaDOS screen modes featured in versions 2.04, 2.1 and 3; and support is in built for the DrawingPad and DrawingBoard II pressure sensitive tablets if you have them.

The displays available depend on several factors: the chipset in your Amiga, the operating system and Workbench monitor setting. Making changes to any of these affects your *DPaint* display options, but AGA chipset users running Amiga DOS 3, with a multi scan monitor and maximum overscan selected will get the best options. It is possible to change the selected mode once the program is running, but it may take time for Dpaint to switch palettes (See our modes panel for available resolutions on a bare, but adequate A1200). *DPaint* automatically reads your monitor choice from the Devs/Monitors drawer.

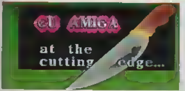
Interestingly, this updated version lets you load in 24-bit IFF files (the photo-realistic ones created with top-range software on high spec display cards) but sadly this isn't a 24 bit package, so it converts them into a mode it can display. You will obviously lose some information, but with the screen modes available, this is something most 24 bit graphic users should be able to live with for the creative power the program offers.



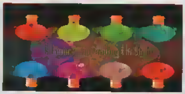
DPaint AGA is no different in operation than its predecessors – with the big exception that by having more colours in the palette, it can do justice to wide ranges of tones and hues. In this case a black and white image I digitised was colourised using the Process/Value Unit option.



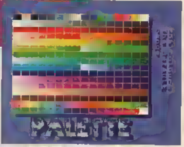
The receding floor was made by cutting a 2x2 tile, then filling the screen with the brush fitted back into the screen. The hollow spheres are a product of using translucency, and show that with a greater range of colours, the effects can be more realistic. Highlights were smoothed – again more colours in a range lead to subtler effects, as were the shadows, which were created with transparency, only this time the value was much lower than for the spheres.



A simple idea which was to blow away a regular Amiga; the green backdrop, knife made and handle, not to mention the neon effect on the wording, each use a range of 16 colours.



How colours interact when you have lots of them... Using the default palette, and transparency set at 50, the colours from the different lights blend interestingly, if somewhat artificially



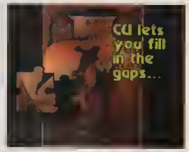
Is all that for me ! You bet – the default palette of 256 colours in *DPaint AGA* a standard mode. How much is an A1200 again?

A LA MODE

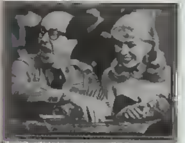
HAM (Hold and Modify), the ugly beast in the closet for Amiga artists forced to use it, has been upgraded too, and now offers resolutions from 320 x 200 to 12800 x 400, whereas before you were stuck with 320 x 200 or 320 x 400 modes. *DPaint AGA* defaults to HAM 8, which offers 64 base colours, but you can revert to HAM 6 with a palette of 16 base colours at start-up. Who would want to, though, with HAM 8 featuring 8-bit planes and giving you over 262 000 on screen colours? The increase in colour registers cuts down a lot on the fringing nightmare associated with the accepted HAM mode, and although it's not 24-bit, it gives a display unparalleled so far on a production-line Amiga. The speed trade-off is somewhat disappointing though, even given the 1200's 14.19MHz 68020 processor. It is clearly a lot faster than my normal A2000 in working out fills and translucency, but there are still hold-ups because of the higher processing power needed to work with much more data. It is a price I can live with, though.

HANDS ON

Anyone familiar with *Deluxe Paint III* or *IV* will feel right at home with the enhanced version. It's the same – but better. True, this is a feature as much of the new chipset as the program, but without *DPaint*, the AGA chipset would just be sucking electricity instead of heralding in a new age of graphics on what began life as the only home art station worth considering. Nowadays artists have to weigh the Amiga against PCs which have been using 256 colours in *DeluxePaint PC* for ages. Having used the PC version, and its sister program, *Animator*, I put my weight behind the AGA Amiga. Using *DPaint IV AGA* on an A1200 has been a revelation – anyone who thought *DPaint IV* was the business on a standard machine will flip over the new pairing. WOW! is the first word which springs to mind.


CU lets you fill in the gaps...

This HAM screen shows a total lack of the old plague, fringing. The jigsaw piece was cut out of the main image (taken from the Connoisseur collection of great artwork), smoothed and overlaid. The text is semi-opaque using transparency set low



The original Bilko still. Getting the colours right is the trick; make sure enough colours are included in your ranges to give smooth results. For instance, if you only had two browns, the woman's hair would look too unreal as subtler portions of the original were obliterated by either one brown or the other

MODERN MODES

Here's the low down on all those mouth-watering graphics modes the AGA version of *DPaint IV* supports, using our test set-up of an A1200 with a 68020 CPU, 2Mbs of RAM, Workbench 3 and a 1081 monitor

Display mode	Resolution	Colours	Max size
AA halfbrite+	640 x 256	64	736 x 283
AA-halfbrite+	1260 x 256	64	1472 x 283
AA-halfbrite-laced+	640 x 512	64	736 x 566
AA-halfbrite laced+	1260 x 512	64	1472 x 566
AA HAM+	640 x 256	262144	736 x 283
AA HAM+	1280 x 256	252144	1472 x 283
AA HAM-laced+	640 x 512	262144	736 x 566
AA-HAM-laced+	1280 x 512	252144	1472 x 566
ECS+	1280 x 256	256	1472 x 283
ECS-laced+	1260 x 512	256	1472 x 566
Halfbrite+	320 x 256	64	366 x 283
Halfbrite laced+	320 x 512	64	366 x 566
HAM+	320 x 256	262144	56 x 283
HAM laced+	320 x 512	262144	366 x 566
Laced+	320 x 512	256	366 x 566
Laced+	640 x 512	256	736 x 566
Standard+	320 x 256	256	368 x 283
Standard+	640 x 256	256	736 x 283

STANHOUSE ENTERTAINMENT

"Home for all your Amiga needs"

MIRACLE PIANO

INCL: Full size midi keyboard, software, leads and manuals

ONLY £235.00

COLOUR PRINTERS

STAR:-	
LC100	£169.99
LC200	£196.99
LC24-200	£260.00
XB24-200	£399.99
XB24-250	£475.00
ZA-200	£323.00
ZA-250	£405.00
CITIZEN:-	
SWIFT 240C	£271.99
SWIFT 9 COLOUR	£189.00
PRODOT 9 COLOUR	£233.00
224 COLOUR	£240.00
SWIFT 9X COLOUR	£253.99
SWIFT 24E COLOUR	£259.99

Lots more Printers, Lazers available Ring for prices.

CONSOLES/HAND HELDS

GAMEBOY + TETRIS	£65
LYNX + BATMAN RETURNS	£86.99
GAMEGEAR + SONIC.	£116
MEGADRIVE + SONIC	£112

DIGITISERS + SCANNERS

DCTV. (PAL)	£366.50
MICROGEN	£120.00
MINIGEN	£86.00
ROCGEN GENLOCK	£86.99
ROCGEN PLUS	£129.99
ROCGEN ROCKEY	£242.99
VIDEON	£120 00
VIDI-AMIGA 12	£86.99
DATASCAN PRO	£129.99
NAKSHA SCANNER	£101.99
POWER SCANNER	£82.99
ZYDEC SCANNER	£95.00

THIS PAGE REPRESENTS A VERY SMALL EXAMPLE OF THE PRODUCTS WE SELL. PLEASE RING FOR MORE DETAILS OR A CATALOGUE (0244) 382435

SERIOUS SOFTWARE

ACCOUNTS

CASHBOOK COMBO	£49 99
HOME ACCOUNTS 2	£34.99
SYSTEM 3E	£50.00

DATABASE

PRODATA	£70.00
SUPERBASE PERSONAL	£43.99

DTP

PAGESETTER 2	£39.99
PAGESTREAM V2.	£135.50
PRO PAGE V3	£116.99

WORD PROCESSING

EXCELLENCE V3.	£77.00
KINDWORDS 3	£35 99
FINAL COPY 2	£62.99
PROTEXT V5.5	£107.00
WORDPERFECT V4	£150.00
WORDWORTH	£83.00

GRAPHICS

LIGARI 2	£219.99
PAINT 4	£56.50
IRECTOR V2	£62.99
MAGINE V2	£169 00
RESENTATION MASTER	£149.99
ORPH PLUS	£135.00
HOW MAKER	£125.00
TAKE 2	£31.50
DEO DIRECTOR	£92.00
VISTA PRO	£62 99

VIDEO

BIG ALTERNATIVE SCROLLER	£32.99
BROADCAST TITLER 2	£160.00
DELUXE VIDEO 3	£62.99
SCALA 500	£69.99

PROGRAMMING

AREXX	£25.99
DEVPAC 3	£43.99
LATTICE C V6	£192.99

MUSIC

ARS + PIPES PRO	£188.00
PYIST APPRENTICE	£67.50
CS LEV 11 3.5	£189.99
SUPER JAM	£67.50
AMAS 2	£64.00
SEQUENER ONE	£14.99
STEREO MASTER	£25.99
GVP DIGITAL STUDIO	£43.99

* MAIL ORDER ONLY*

COMPUTERS

A600 WILD, WEIRD + WICKED	£319.99
A600HD EPIC PACK	£449 99
A1200 **NEW**	£369.99
A1500 BASE PACK	£544.99
A2000 MULTIMEDIA PACK	£1030.00
A3000 52MB HD + 2MB	£1350 00

[illegible]

RING FOR PRICES AND DETAILS

GVP HARD DISK DRIVES

IMPACT SERIES 11 HD8+52MB	£320 00
IMPACT SERIES 11 HD8+80MB	£364 99
IMPACT SERIES 11 HD8+120MB	£412.00
IMPACT SERIES 11 HC8+52MB	£265.00
IMPACT SERIES 11 HC8+120MB	£392 99

3.5" FLOPPY DRIVES

POWER DUAL DRIVE	£110.00
PC880B	£62.99
PC880B + CYCLONE	£85.00
PC880E	£47.00
ROCCITE DRIVE	£62.99

CD RANGE

A750 CD ROM DRIVE	£325.00
CDTV PLAYER	£458.99
CDTV MULTIMEDIA PACK	£550.00

WE BUY + SELL YOUR SECOND HAND AMIGA'S, RING FOR PRICES

ALL PRICES CORRECT AT TIME OF PRINTING. PRICES MAY CHANGE WITHOUT NOTICE. ALL PRICES INCLUDE VAT AT 17.5%. PLEASE ADD POSTAGE TO YOUR ORDER

POSTAGE RATES

SOFTWARE.

ORDERS UNDER £100 ADD £1 50 TO YOUR ORDER

ORDERS OVER £100 ADD £2 50 TO YOUR ORDER

HARDWARE.

ORDERS UNDER £300 ADD £[illegible] 00 TO YOUR ORDER

ORDERS OVER £300 ADD £5 00 TO YOUR ORDER

ORDERS COMBINING SOFTWARE + HARDWARE PLEASE USE HARDWARE RATES

SEND CHEQUES PAYABLE TO

'STANHOUSE ENTERTAINMENT'

DEPTCUA, 2 UPTON DRIVE,
UPTON, CHESTER, CH2 1BU,
TEL: 0244 382435

For one thing, not having to worry where your next colour is coming from lifts a great weight from an artist's mind. Before, with only 32 colours to choose from, planning the palette was a major exercise, and one which was almost always doomed to failure as your ideas developed, but the palette remained fixed. Painting with 256 colours means the range potential of colours can be vast, with the offshoot that when you come to subtleties such as transparency (translucency) the effects are so much more realistic as the computer uses a larger number of colours.

I found the standard 2Mb of RAM in the A1200 adequate for most things, but would certainly have to upgrade to get the most out of animations. A hard drive would also seem vital.

The program supports the Amiga's scalable fonts, but I found this just wasn't good enough for professional work, so I invariably loaded in third-party type styles for cleaner, neater rendering. Colour fonts are supported too, and I would have liked an option to try to remap the font's colours before loading, instead of either switching the entire image to the font's palette, or having them load in without their true colours. There is a quick way around this, but why have to bother? Which brings me to the twist in the tail...

GRUMBLES

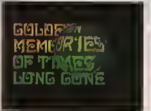
There had to be some negs – a Yorkshireman never likes anything 100 per cent! Take Ranges. Loved them in *III*, loathed them in *IV*. And now this AGA version has made the selection of colour ranges even more annoying. Because now, the on-screen display of a selected range has been removed, leaving only the range in the requester as a quick guide. This would seem like a step backwards, the requester range is a sucker-punch which always shows the best possible range of colours, regardless of whether they're in your palette or not. In the real world (your drawing), things look very different. Having to call up the fill requester to see what a range REALLY looks like is pretty dumb.

Undo. Ever tried to undo something you've done in magnification after switching back to normal view? Seems like the computer has developed amnesia, because it plain forgets it. You can undo while magnified, but sometimes you want to look at the big picture before deciding if a small alteration has worked or not – and you can't go back a step.

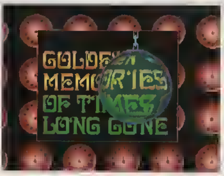
Another of my pet hates which hasn't been addressed is the way the on-screen toolboxes prevent fills and shapes from being drawn 'under' them. If I fill a screen with a brush shape or solid colour, I want it to go right to the edges of the screen, not stop where the toolbox or menu bar is. Why should I have to remove them to do it?

CONCLUSION

If you need a reason to upgrade your old Amiga, then DPaint IV AGA is it. It'll probably sell more of the new Amigas than Commodore's ad campaign.



By cutting out the text as a brush, and using that as a mask, the image was smoothed. I then copied as a brush a rectangular portion of the text, where I intended drawing the magnifying glass. Moving to the spare screen, I drew out a hollow circle in blue to the size I needed. Choosing Brush from the fill option requester, and filling in the circle makes DPaint contour the brush to completely fill the area – so it looks like magnification. The translucency was added from the Transparency menu option with a setting of 79, and white as the foreground colour.

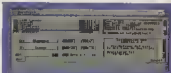


To finish off the magnification picture I added a chain to suspend the ball, and created a motif of bronzed clocks as a background fill, using a range of eight browns.

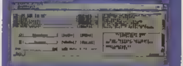
MORE GOODIES

DPaint IV AGA is power-loaded to get the most out of the new breed of Amigas. Here are more goodies on offer:

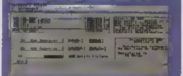
- Support for 256 colour Animbrushes and animations. Animbrushes and animations work as normal in the new version of DPaint, except they can use up to 256 colours. The only snag, which is no real problem to most users, is on anim or animbrush size. You have to get your calculator out to work out the maths, but the equation for those who like hard work is (screen width / 8) x (screen height –1) has to be less than 65,535. In any event, my advice is to do your own thing, then if there's an error message work around the problem!
- Player utility which can cope with the pretty messy series of Amiga operating versions, from 2.04, 2.1 and 3. The player, which is stand alone and which can be distributed freely, supports the full 256 colours and HAM 8 animations and images. It's got a simple but effective interface, and allows you to scroll to the edges of pictures larger than the screen.
- IFF parse library support, which means *DPaint* now uses the Amiga's very own IFF system enhancements. No built-in support for the A2024 type monitor though.
- HAM ramps colour off of colour zero. Another technical feature, to do with the tricky way HAM has to use intermediate colours to get from one colour to the other – better known as the famous fringing effect. The result of this is that black (colour zero) has been locked out of colour cycling in HAM mode.
- As well as taking advantage of the AGA chipset, *DPaint* now supports the latest Amiga screen modes like Productivity and SuperHires. Your monitor settings in the Workbench Devs/Monitor drawer are vital for *DPaint* to work out what screen modes your system can display, and if your monitor can't cope with a potential resolution, you just have to live with it. Or get a better monitor.
- Morphing can be made to work in reverse, so you can morph an image to the spare image, or vice versa.
- The on-screen range of colours which, on the ordinary version of the program, used to display if you showed the correct range from the requester has been removed. The range is now shown only in the requester itself. Instead, if you want to see the true range (as opposed to the requester's rendition) you have to call up the Fill requester to see the colours.



Mode selector showing some of the screen resolutions and formats available

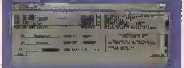


Mode selector showing a choice of ECS-laced+ with a resolution of 1280 x 512. Note the palette selector which can be slid from the maximum (in this case 256 colours) to the minimum.



Mode selector showing that in AA-HAM+ mode you only have 262144 colours on screen at once. Bummer!

Mode selector showing some of the screen resolutions and formats available



Mode selector showing the advanced information for the current choice HAM-laced+

Deluxe Paint IV AGA

...at a glance

• Read and convert 24-bit IFF files • Create 8-bit animations and images • Wide range of screen modes to choose from • Vast colour range • Supports AGA chipset

Address: Electronic Arts, 90 Heron Drive, Langley, Berkshire SL3 8XP. Telephone: 0753 549442

ELECTRONIC ARTS £99.99

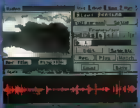
'Graphic excellence for the new breed of Amigas'

FEATURES	95%
EASE OF USE	90%
EFFECTIVENESS	97%
FLEXIBILITY	95%
INNOVATION	94%
OVERALL	**95%**

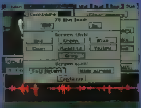
The demo writer's dream has been realised by MicroDeal, with their new VideoMaster system. John Kennedy grabs a look at the future of multimedia.

VideoM

This HAM image was produced by grabbing red, green and blue images through an electronic colour splitter.



The Video Card. On the left is the main monitor screen. The sound data is displayed along the bottom. From this card the record and playback speeds can be determined.



The video source can be adjusted to suit, as well as going for a letter box format.

IT'S IMPOSSIBLE

When you see VideoMaster working, you know it's impossible. You know that you must be imagining it, because everybody knows that you simply can't have real time video and sound produced on the Amiga. As you watch the sequences of 16-colour frames appear on screen at 25 frames per second, accompanied by a digitised sound track, you know you are dreaming.

But it's true, real time video and sound have at last appeared on the Amiga. It's what everyone has been waiting for years for – 'why can't you get real films on computer anyway?' is a question every Amiga user has fielded from an Aunt at some time or another.

The answer, of course, is that it's impossible. Or rather, it was impossible, because Microdeal, with VideoMaster, have done it. 'There must be a catch', you think, and I'm afraid that indeed there are several catches to be addressed, although none are big enough to take away from the fabulous sight of watching real moving people on your Amiga screen, and hearing them talk.

HARDWARE

First, a look at the hardware which achieves the impossible. VideoMaster is a small beige wedge-shaped box which connects to the large edge connector of any Amiga 500 or 500Plus. It has two RCA/Phono type connectors, one marked video, the other audio, and two small twiddly knobs for adjusting brightness and contrast. Most video camcorders come with leads which will connect directly to these sockets, and if not an electrical supply shop will be only to happy to help you out.

Inside, it contains enough in the way of silicon chippery to provide both a video digitiser and a sound sampler in one box, which by itself would have been a good idea. What makes VideoMaster stand out from the crowd is the way in which the software provided makes use of both video and sound.

This it does most impressively; you can grab a section of moving video and sound from a video source such as a camera or tape recorder, and play them back on the Amiga's screen.

The sound and video can be digitised simultaneously, thus allowing the playback to be perfectly synchronised. When people talk, their lips move in time to the sound – it looks amazing.

Video can be digitised at a rate of 2, 3, 4, 6, 8, 12, or an astounding 25 frames per second. For special effects, you can specify a time lapse between frames.

If you prefer, you can digitise both the sound and pictures separately, and then splice them back together. You can add sound tracks created with other digitisers, or even go for the 'silent movie' approach.

Your video clips can be edited to crop out any unwanted frames, and then sequenced together to produce a finished film. It's like having access to a miniature post-production video suite.

WHAT'S THE CATCH?

That's the good news, now for the bad. The first catch is that the video images themselves are in only 16 shades of grey, and a quarter of a low resolution NTSC screen in size (that's 160 by 100 pixels). You might think this would give fairly poor results, but I have to say that the images actually appear to be extremely detailed, especially when they are moving.

It's no exaggeration to say that at speeds of 12 frames per second and above, you could be watching a very small black and white television screen. It's certainly better that most of the miniature LCD televisions available.

The second catch is that the sound is sampled at 16KHz, which is far from being CD quality. When the video and sound are digitised together, the sound quality is degraded slightly. When played back the effect is similar to the noise of an old Super-8 cine camera, which can actually be quite charming! When sampled separately, the sound quality is much better.

If you prefer, you can make use of any sound sampling cartridge that you already have. Most types will be supported, and can make a big improvement.

The third and biggest catch is that moving video and sound take up an incredible amount of RAM. Each digitised frame takes 8K, with typically another 1K for the sound. On a 1Mb Amiga, that means that about 60 frames can be stored – which at 12 frames a second is about 5 seconds of video.

Even worse, storing sequences on floppy disk can be a nightmare, as you won't be able to store much more than 70 frames per disk.

It seems unfair to start moaning about memory, as it isn't the fault of Microdeal. It's a fact of life that storing moving pictures uses memory like it's going out of fashion, and until someone crams some MPEG chips in a box for us, that's the way it will stay.

PICK A CARD

The software which comes with VideoMaster is a very slick piece of work. It comes with a non-Intuition front end which, for the first time that I can remem-

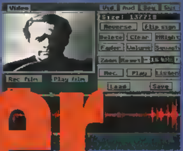
EXTRAS

Making clever use of the existing hardware, VideoMaster can act as a stand-alone video and sound digitiser. By using the coloured filters supplied, full-colour HAM images can be digitised at low and high resolutions with or without interlace, in a very similar way to Rombo's old VIDI. However, unlike VIDI, VideoMaster can also digitise sound, because it is also a sampler.

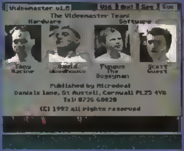
Speaking of VIDI, a separate program entitled 'Vidiplay' is supplied with VideoMaster. This program is freely distributable and is intended to permit you to share your home video production with other Amiga users. In an attempt to jazz up what would be a rather dreary video, various options are available when it comes to the format the display screen may take.

Multiple images, full screen sized displays and weird combinations of both may be used to make the video more interesting. Any IFF picture may also be used to act as a background for the animations, an effect which Microdeal – rather grandly I thought – have called 'picture in picture'.

aster

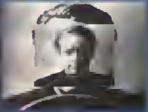


The Audio Card comes complete with many tools for processing the sound. Fade it, boost it, squash it and flip the soundtrack to perfection.

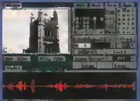


The Videomaster Team
Hardware
Software
Tony Racine
David Woodhouse
Fungus The Bogeyman
Scary Guest
Published by Microdeal
Danials lane, St Austell, Cornwall PL25 4YS
Tel: 0726 68020
(C) 1992 all rights reserved

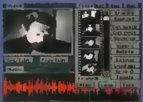
The people who made it possible. Thanks guys



he playback ogram can hten up ı film by adding full- ated backdrop as well as various other Top of the Pops-type effects



The Sequencer Card allows short video sequences to be combined i a visual equivalen t MED



The video editing card allows individual frames to be added deleted and re-ordered.

ber, is actually easy to use. Instead of menus, you navigate through the system by selecting different 'cards' – there is a card each for video, audio, sequencing and system configuration. Once the card is to the front, various gadgets are available to provide the editing and file options.

To the left of the screen is a video monitor, which can be used to watch your film, or keep an eye on the current video source. Similarly, the lower part of the screen contains the sound monitoring window. Users of Microdeal's samplers will feel at home with the dual-marker system.

With a suitable video source connected, one click on the 'Record Film' gadget will start piling that video and audio data directly into memory.

This process will continue until either you press the stop button, or you run out of memory – no prizes for guessing which happens most often.

If you wish, you can use the video and audio cards to digitise data separately – so, for example, if you wanted to add a musical soundtrack to a four frames a second video sequence, you would grab the pictures first and then connect the sound source and select sample from the audio card. By cutting and pasting frames from the video edit screen, or editing the sound data you can then sync everything together and save out your final film.

VideoMaster allows these films to be sequenced, that is given an order in which to perform. The sequencer is rather like a single track video version of *MED*, and can control the speed of the individual clips as they are played back. Some very impressive 'scratch video' effects can be created, and given enough memory it would certainly be possible to make quite a complicated music video.

WHERE THEY WENT WRONG

Microdeal have committed the worst possible offence in my eyes in that the VideoMaster hardware does not provide a through port for any other peripherals which may be required, such as hard drives. With a package that can easily generate data of several megabytes in only a few seconds, a hard drive is almost an essential requirement. It's no good the manual saying you should try and find a third party adapter somewhere, Microdeal should either have designed one into the system or made an adapter easily available.

Another point which should have been caught – the software is supplied on disks which don't work when booted with Workbench 2 machines. Hopefully this bug will be fixed.

The hardware has very little to fault it. OK, so the sampling quality isn't quite as good as a decent dedicated sampler, but it's not far off. I would like to know why some external sampling cartridges cause the video to jitter slightly, though. Also, some noise can occasionally creep into the video digitising process, giving unfortunate subjects a sprinkling of green zits, but this may have been a fault of my particular set-up.

If Microdeal are still speaking to me, I'd like to suggest that they enhance the playback program to include ARexx support. If ARexx was added and also combined with a method of choosing the Amiga screen upon which the animation was displayed some serious multimedia applications would be possible. At the moment, although flexible, the Vidiplay program isn't as good as it could be. I'd also like to see some method of producing standard ANIM files from VideoMaster's film and video clip file standards.

I don't want to leave you with a bad impression of VideoMaster, for it certainly achieves what it sets out to do. It has definitely been the most fun add-on I have yet seen for the Amiga.

CONCLUSION

For the would-be multimedia programmer who wants a quick way of producing an animation to rival CDXL, VideoMaster is close – but no cigar. Since there is no provision for disk cache, the entire animation must be in memory at once, quite a handicap. However, if the software were to be improved, and a version of the hardware come out on a Zorro card, VideoMaster would suddenly appeal to even professional multimedia-ists.

For the home experimenter, VideoMaster will be great fun. The chance to play with 25 frames per second animation, as well as a full colour images and sampled sound cannot be overlooked. In this case, the whole is much greater than the sum of the parts.

The main market for VideoMaster must be the demo writing fraternity, for there is no doubt that demo coders are going to flip their lids when they see VideoMaster. Almost immediately you can expect to see PD disks appearing with soundtracked animations lifted directly from video. If this is your thing, you'll love VideoMaster and can expect to make a good demo within an hour or two of first running the program.

VIDEOMASTER

...at a glance

Sound and Video digitiser in one box. Grab video and sound at up to 25 frames per second into memory! No through port for hard drive.

Address: Microdeal, PO Box 68, St Austell, Cornwall, PL25 4YS. Telephone: 0726 68020.

MICRODEAL £69.95

'The impossible has happened on the A500..'

EASE OF USE	85%
VALUE FOR MONEY	80%
EFFECTIVENESS	83%
FLEXIBILITY	70%
INNOVATION	92%
OVERALL	**82%**

New Horizon Computers

A600 A1200 Hard Drives

The ESSENTIAL add on for all SERIOUS Amiga users.

Upgrade your A600 or A1200 with a brand new internal IDE Hard Drive. All our Special Installation Kits come complete with low level formatted IDE Hard Drive, cable, mounting kit and detailed fitting instructions.

All New Horizon Hard Drives are sourced from Brand Name suppliers and have been fully tested for 100% compatibility with the Amiga A600 and A1200 Computers.

UNBEATABLE PRICES

Inclusive of 17.5% VAT and overnight delivery

★	20 MEG	£120.00
★	44 MEG	£180.00
★	60 MEG	£200.00
★	80 MEG	£250.00
★	120 MEG	£330.00

PCMCIA CARDS NOW IN STOCK
PHONE FOR LATEST PRICES

SPECIAL OFFER

New Horizon will collect your machine, fit the drive of your choice and return your machine by overnight carrier to any mainland UK address for only £38.50 inc VAT. Offer lasts till Jan 20th 1993 only. Phone our sales hotline for further details.

A600HD Owners - Upgrade to a bigger drive. Phone for more details.

Hard Drives fitted by us are delivered formatted and partitioned.

Installing A Hard Drive will invalidate your Commodore Warranty so all Computers fitted with a New Horizon Drive are covered by our own full 12 month RTB warranty from date of purchase.

HOW TO ORDER

1. By Phone ☎
FREE next working day delivery on all items shown and for Credit Card orders placed before 3pm (UK Mainland only). Saturday delivery add £10.00.

2. By Post ✉
Send a cheque or bankers draft made payable to "New Horizon Computers" and post with your order to:

New Horizon Computers,
High Hope, Lea,
Ross on Wye,
Herefordshire HR9 7LN.

Remember, when you buy from New Horizon Computers you receive:

- ★ Lowest Prices
- ★ Quality Products
- ★ Full Technical Support
- ★ Full After Sales Service
- ★ Free Next Day Delivery

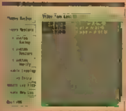
Access CREDIT CARDS WELCOME VISA

New Horizon Computers,
High Hope, Lea, Ross on Wye,
Herefordshire, HR9 7LN
Tel: 0989 750260 Fax: 0989 750337

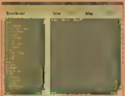
SALES HOTLINE Telephone 0989 750260 Fax 0989 750337

If you think that a video recorder can only be used to tape last night's edition of EastEnders, not only are you a sad individual for watching that rubbish, you're also wrong. David J. R. Ward puts his to a better use...

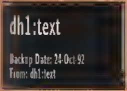
Video Backup System



No pull-down menus. VBS is initially controlled via a point 'n click interface.



Once the directory structure of the hard disk has been scanned-in, the whole tree or just selected files can be backed up.

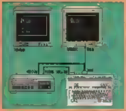


dh1:text

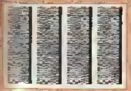
Backup Date: 24-Oct-92

From: dh1:text

Prior to each back-up a visual header is saved to the videotape for quick reference during picture search.



Once the system is set up you can monitor output on either your TV or monitor.



Data is saved as a barcode pattern of images.

TOO EXPENSIVE?

How many of you have back up copies of your floppy disks? Not many I fear – too expensive you see. At 50 pence per disk, a 100 disk collection would need another 100 disks, or 50 quid of back-up. And then there's the question of storage space. After all, there's only so much room under the bed.

What would you say to a system that allows you to save up to 160Mb for under a fiver! And that goes for hard disk users, too. The system I'm referring to has been available abroad for some time, but it is now here in the U.K. at an affordable price. I am referring, of course, to the Video Backup System from White Knight Technology.

Business computer users have been well catered for with 'cheap' back up mass storage options – tape streamers, optical disk drives, and so on. Well, fairly cheap. An average tape streamer for a PC costs well over £200, with the cartridges at roughly £20 for an 60Mb capacity. While most businessmen can afford the initial equipment and then the running costs, your average Amiga-user is not in the same position. A similar set up for the home Amiga-user could cost twice as much.

I am fairly certain that nearly every Amiga owner has access to a video recorder. So, why waste that expensive tape machine purely on Coronation Street, when it could be put to better use. This is where the Video Backup System (VBS) comes in. For £65 you can turn your VHS, Beta, or V2000 into a tape streamer.

TALKING SHOP

Put simply, VBS outputs a screenful of violently vibrating vertical barcodes. These black and white stripes contain the binary information that the data on your disks is made up from. The images are saved to video tape complete with headers, for identification, and directory tree structures.

VBS consists of a plug with two leads dangling from it, another lead, a disk, and the manual. Each lead is terminated in a standard phono plug that will connect to most video recorders. If your machine is equipped with only a SCART socket, or BNC sockets, then you will need appropriate adaptors. The lone lead connects the monochrome video output on the back of the Amiga, or the composite RGB on an A600, to the 'video in' socket on the recorder. The plug is connected to the serial (RS232) port on the Amiga, with one lead going to the 'video out' socket on the recorder, and the other going, optionally, to the composite RGB input on a monitor. Under the hood of the serial plug is a small circuit board that converts the output of the video into binary data for restoring to disk. But first you must give it something to convert.

The menu driven software allows you to back-up individual files, or entire partitions from your hard disk. Floppy users can do the same for their disks, with a multiple option so that users with more than one drive are not interrupted to pause the tape.

Once the files, or disks, have been selected you are asked to enter the start position of the tape. This is entered in the H:MM:SS (Hours Minutes Seconds) format. Those of you with machines that have a tape counter, or tape remaining indicator, need to make hand written notes, as VBS records the time taken for the back up and saves it to a log and report file. These can later be edited in a word processor to match your notes.

CONCLUSION

VBS is fairly reliable. By that I mean that any errors are normally caused at the video end of the system. To reduce any chance of these problems occurring it is wise to use branded high grade video tape. Don't expect good results from a 'four for a fiver' pack bought from the local market.

Noisy mains can also be a source of problems, so try to avoid doing your back-ups whenever a hairdryer, washing machine, vacuum cleaner, or electric drill is being used. Other than that there should be no problems. The VBS software allows verification of the data on tape to that on the disk. So you can restore in confidence at a later date. At roughly one hour to save 40Mb it might be an idea to save the same data again for safety sake. It is unlikely that an error will occur in the same place in both back-ups. Bad files are ignored during a restore.

Restoration can be in its entirety or just selected files. VBS searches the video tape then restores the chosen data. Tape use works out at tuppence ha'penny (new pence) a Mb, and the initial cost compares favourably to that of a couple of games or an external floppy drive. ¬

VBS

...at a glance

• Easy set up • Automatic installation program • Simple to use • Cost effective • Cheap to run Video Backup System

Address: White Knight Technology, P.O. Box 2395, Waltham Cross, Herts EN8 7HQ. Telephone 0992 714539.

WHITE KNIGHT TECHNOLOGY £65

'An old concept that has been brilliantly reworked.'

EASE OF USE	85%
VALUE FOR MONEY	91%
EFFECTIVENESS	88%
FLEXIBILITY	82%
INNOVATION	96%
OVERALL	**89%**

Video
Ins
Del
Clr
View
Vid
Aud
Rec
Freq
3
25
Start
End
Rec. film
Play film
Zoom
Reset
Off
Load
Save
Audio

Video
Vid
Aud
Seq
Sys
Size: 137718
Reverse
Flip sign
Delete
Clear
MRight
Fader
Volume
Squash
Zoom
Reset
16 kHz
Rec.
Play
Listen
Rec film
Play film
Load
Save
Audio

£250 WORTH OF VIDEO VOUCHERS UP FOR GRABS

GREAT VIDEO GIVEAWAY

In yet another incredible giveaway, CU Amiga and Microdeal Limited are offering 25 £10 W H.Smiths Video Vouchers to YOU.

What's video got to do with Amigas, you ask? That computer sitting in front of you is only one of the finest machines for multi-media applications there is, that's all! With packages like Videomaster now available for less than £70, including software and hardware that can be used on any standard A500 and A500+ with 1Mb, video editing and sound sampling power is within everyone's reach. Even if you don't yet need some blank videos to record your own work onto, a voucher giving a £10 discount on any video purchased from Smiths can still help you get hold of your favourite film for a night in front of the telly.

How do you win? It's funny you should ask, as I was just about to explain. I'm sure you've heard people say (when talking about probability and that kind of thing) that if you had a room full of monkeys hammering away at typewriters for infinity, sooner or later they would recreate the works of William Shakespeare. Well, a similar method is employed here at CU (at least with regard to the monkeys). One of them, whilst doodling on his word processor, left the arrangement of letters shown below.

P	**R**	**E**	**D**
A	**M**	**S**	**I**
D	**Y**	**O**	**B**
T	**E**	**N**	**S**

What we want you to do is find, concealed within this grid, as many different words as possible, of three letters in length, or longer. We don't just want words written horizontally and vertically, mind you! We want as many words as may be spelled by connecting adjacent letters, whether that means looking up, down, or diagonally. The word MOBS, for example, may be found by linking the letter M in the second column to the diagonally-adjacent O in the third column, then horizontally across to B in the last column, before either going down to the S in the bottom right corner, or diagonally up to the S in the third column. Is that clear? I hope so.

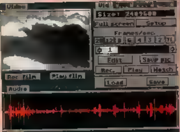
- Each letter displayed may be used only once per word – letters which appear on the grid twice may be used twice, but only if they are adjacent to the appropriate letters, as explained earlier.

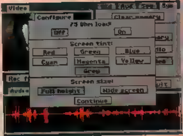
- Only words currently in use in the English language count. Plurals are acceptable, but abbreviations, names, and hyphenated words are not. Technical jargon doesn't count either, unless it can be found in the CU dictionary.

The 25 entries with the largest number of words from the grid will each receive a Smith's discount voucher.

To compete, put your name, address and the number of words you've found, on the form below. Send it, together with a list of the words you've grabbed from the grid (printed in capitals, please) to: Great Video Giveaway, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Only one entry per person, to be received by 10th March 1993.


Video
Vid
Size: 2489600
Full screen
Setup
Frames/sec
25
12
8
6
4
3
2
TL
1
Edit
Save pic
Rec.
Play
Watch
Rec film
Play film
Load
Save
Audio


Video
Aud
Sys
Configure
Clear memory
75 Ohm load
Off
On
Screen tint
Red
Green
Blue
Cyan
Magenta
Yellow
Grey
Screen size
Full height
Wide screen
Continue
Rec
Audio

GREAT VIDEO GIVEAWAY

NAME:..

ADDRESS:...

....

I FOUND .... **WORDS IN THE GRID**

(DON'T FORGET TO INCLUDE YOUR LIST OF WORDS!)

A little colour adds a lot of impact

No one buys a Star colour printer to fill their life with rainbows - but the growing need to highlight documents with just a touch of colour has made Star the number one choice.

We give you the impact of colour for the same price as most of our competitors charge for mono printing. Without sacrificing any of the unrivalled paper handling advantages of the serious business user's matrix printer.

There are four Pro-to-Col printers to choose from, each offering quality text and graphics, and 12 months' on-site warranty*, at less than half a pence a page.

If you would like to halve the costs and double the impact why not ask to see the Pro-to-Cols at your nearest registered dealer.

MEMO
MARKETING REPORT

Specifications ZA 200/ZA-250, (10"/15" carriage) • 9-pin • 420 cps (High Speed Draft) 84 cps (NLQ) • Both mono and colour ribbons included • 8 resident NLQ fonts (including italics) • 5 part copy capability • Paper handling push tractor bottom feed with pull tractor option sheet form tear off advanced paper parking with optional sheet feeder.
XB24 200/XB24-250, (10"/15" carriage) • 24-pin • 332 cps (High Speed Draft) 100 cps at 12 cpi (LQ) • 4 Super Letter Quality/14 LQ resident fonts (including italics) • Both mono and colour ribbons included • Paper handling as ZA-200/ZA-250 Standard drivers including MS-Windows are available through your Star Registered dealer.

star MICRONICS

A division of Star Micronics Co. Ltd., Japan

Star Micronics U.K. Ltd., Star House, Peregrine Business Park, High Wycombe,
Buckinghamshire HP13 7DL. Tel (0494) 471111. Fax (0494) 473333.

My business needs a lot of impact. Please rush me details.

Name ____________________

Company ____________________

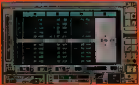
Address ____________________

Postcode ____________ Tel ____________

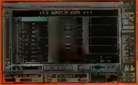
HMSO

HMSO preferred.
For information, ring 0603 695250.

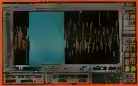
*UK mainland only



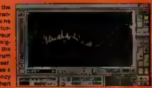
DSS 8 has a cut-down *Soundtracker* built in to the main program. It's quite simplistic, but it all helps the flow of the creative juices



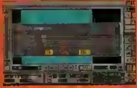
Up to 31 different samples can be resident at once. These can be used in the tracker or modified using the editor



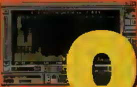
Here's the main sample screen where all the cut and paste operations take place



One of the more attractive options for monitoring your incoming signal is the spectrum analyser which gives a frequency bar-chart



and here's the effect – a combined reverb and echo. You can use this on both recorded samples and incoming sounds in real time



If you're sampling from vinyl, you may well end up with a few clicks from scratches in your records. These can be removed with the freehand draw mode

DIGITAL SOUND STUDIO 8

How many ways are there to rewrite the word 'sample'? Tony Horgan struggles with his synonyms and reviews the latest sampler.

SOUNDING OFF

They're breeding like rabbits! So it seems anyway. New sampler packages are popping up from all over the place, and trying to sort out the best buy is getting pretty tricky. GVP's Digital Sound Studio 8 (DSS8) is the latest addition to the family.

DSS8 comes as a hardware and software combination. The hardware is a small cartridge (about two and half inches deep) which plugs into the parallel port at the back of the Amiga. On the back of the cartridge is a pair of stereo phono sockets. You also get a mini-jack-to-phono convertor plug. Standard stuff then, so it's down to the software to decide whether DSS8 sinks or swims.

Boot up the software and you'll probably want to load up some demo samples for starters. There's only one included for loading directly into the sampler section: a jazzy piano piece that isn't looped too well. Wouldn't you think the people who make the sampler would be capable of including a clear, useful example? Oh well, better get sampling some of your own stuff pronto.

OSCILLATOR ACTION

Selecting the sample rate (which will define the reproduction quality and the size of the sample) is easily done by moving the slider at the side of the screen, or entering a value into either the rate or period boxes. Use one of the various oscilloscopes to get your input volume just right, and hit the RECORD button to start sampling. If you can't seem to get an acceptable input level, you can use the software's gain controls. These can be switched between line and microphone levels, and then finely adjusted with a couple of little sliders. If you seem to have a lot of excess background noise over your incoming sound, try using the software's low-pass filter. This is unconnected to the Amiga's hardware low-pass filter, and takes out the hiss before the sound is sampled. It's handy for bass sounds in particular, especially as the software seems to create a fair bit of noise of its own, even if you don't have anything connected to the sampler cartridge.

LENGTHY SAMPLES

So you've started sampling, and the screen has gone blank. If you've chosen a generous rate of 19886Hz, the software could go on sampling for up to a few minutes on well-expanded machines, or about 35 seconds on a 1Mb Amiga, unless you step in and stop recording by clicking the mouse. Like AudioMaster, DSS8 samples into both fast and chip memory, and as a result it can grab some enormous sounds. One advantage of this should be that you could record a large section of sound, and then save out various pieces of it for later use. Due to the method it uses for selecting areas of a sample, it's almost impossible to pick out loops precisely without using the cut function to chop everything away from either side of the required section. You can copy selected areas and save those out as IFF samples, but you'll almost certainly have to load them back in for trimming later. A simple feature to let you individually extend the extremities of the selected range would have done the job.

BLEAK EFFECTS

It's a bit bleak on the effects front. You could reasonably expect a sampler of this price to include at least a phaser or flanger, especially as this would only mean altering the existing mix function slightly. All you get is a variable reverb/echo effect, which is far from the best I've heard on the Amiga, and a reverse function. These are applied to the sample, but you can also use the reverb and echo on live incoming sounds. Compared to the chorus, phaser, pitch-shifter, real time sound reversal and stereo panning features offered by the likes of Stereo Master, etc, DSS8 looks pretty lame.

When it comes to sound quality, DSS8 is adequate, but plagued by a hiss that seems to be generated by the software rather than the hardware. Using the cartridge with other software, I got cleaner results than with DSS8.

One advantage it has over a lot of its rivals is the built-in tracker. It's a cut-down edition of *Soundtracker*, which isn't capable of much, but is handy if you want to try out a few samples immediately.

CONCLUSION

It's easy to get carried away comparing its every feature to another package that performs better in that particular area, and gloss over what it does well. For example, although it can't compete with StereoMaster or Megamix Master on the effects side, it scores one over them by displaying the sample as a proper wave, instead of the vertical lines which fail to highlight distorted sound levels. At a penny under £50, it's a bit more expensive than the real budget samplers, and as a result looks a little overpriced, but it's still well worth taking a look at.

DIGITAL SOUND STUDIO

...at a glance

• 8-bit stereo sampler • Samples into Chip and Fast RAM • Built in tracker sequencer • Accepts MIDI input • Average sound quality • Rather awkward editing • Few effects

Address Silica Systems, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX, Telephone 081 309 1111.

SILICA SYSTEMS £49.95

'A capable sampler lacking in a few basic areas.'

EASE OF USE	78%
VALUE FOR MONEY	72%
EFFECTIVENESS	70%
FLEXIBILITY	68%
INNOVATION	69%
OVERALL	**73%**

Coombe Valley Software

Educational Adventure Games.
Written by experienced teachers, suitable for ages 5 - 13
Highly recommended by educational writers in leading Amiga magazines. Trade enquiries welcome

Would you like to see your children use the computer for somethingother than shoot'em-ups?
Would you like them to use more than four keys and a joystick?

...o they get fed up with being killed off while trying to work out which button does what? ...es? The Coombe Valley software may have what you are looking for

...e aim to produce adventure games which have a genuine educational content and ...ich will keep a child interested for hours rather than minutes. All of our adventures are ...lly illustrated. Most can be played at many levels and all of them have random factors ...uilt in so that they are different each time they are played. They can be completed by ...sing about twenty words, but many more are understood so that if a child wishes to ...xplore them just about everything that is mentioned or is shown in a picture can be ...nvestigated

For further information, please send SAE. Send 50p OR blank for demos.
Coombe Valley Software. 18 Nelson Close, Teignmouth, Devon, TQ14 9NH.
Tel: 0626 779695 24 hrs.

VISA

Maths Dragons. Ages 5 - 12+
...esigned to give practice in the four rules of number. Sum type and degree of difficulty ...an be selected. Set in the caverns of the Maths Dragons you must rescue the scattered ...ieces of your train set from the attentions of the baby dragons.

Tidy The House. Ages 5 - 8
A first adventure game set in the familiar territory of an untidy house, where the player ...ust get their younger brother and sister ready to go out and do a bit of tidy up at the same ...me. The game helps develop reading and keyboard skills, plus logical thought and ...lanning

Cave Maze. Ages 8 - 13
A first adventure for a slightly older age range. You have befriended a lost, hungry and ...lightly awkward baby dragon. All you have to do now is to find his lunch box, feed him ...and then guide him home passed the obstacles in amaze of caverns. The game helps ...evelop reading and keyboard skills plus logical thought and planning

Reasoning With Trolls. Ages 8 - 12
You play the part of the Smallest Billy Goat Gruff, who wants to get to the other side of the river where the grass is greener. In order to get there you must cross a number of ...ridges, each with a resident troll, safe passage will depend on your answers to set a of graded, reasoning questions

Fractions Goblins. Ages 8 - 15+
A game which gives practice in fractions. Any or all of the rules of number can be selected, as can the difficulty level and type of fraction. The smallest level will allow the most hesitant novice to succeed while the hardest will probably require pencil and paper and no matter how good you are

Picture Fractions. Ages 7 - 10
This game is designed for those who have just started fraction work, and who are not yet ready to deal with them in purely numerical form. Questions are presented in the form of pictures from which the player must work out a fraction and then answer in either word or number form.

COMPUTER & Design SERVICES

DEPT CUPD.
24, BLACKMOOR CROFT,
TILE CROSS,
BIRMINGHAM. B33 0PN.
TEL: 021 779 63 60

OPENING 10-5+30 WEEKDAYS AND 12- 4 SAT.

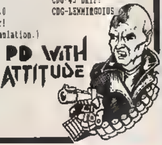
JUST SOME OF OUR 1000,S OF TITLES!

UTILITIES
CDU-253 BOOT INTRO CON SET.
CDU-220 AMIGAFOX 1.1 (DTP)
CDU-250 KING JAMES BIBLE.(3)
CDU-249 SUPERKILLERS 2.3
CDU-229 WINDOWS BENCH (2)
CDU-237 HAMLAR 0.9.
CDU-236 NORTH C 1.3
CDU-239 C-MANUAL (3)
CDU-232 TEXT ENGINE 3.0
Now with spell checker!
CDU-262 PC TASK (PC Emulation.)

EDUCATIONAL
CDE-1 LEARN & PLAY 1
CDE-2 LEARN & PLAY 2
CDE-4 TC-ASTRONOMY
CDE-5 TC-DINOSAURS.

GAMES
CDG-37 AIR ACE 2
CDG-38 ELB TRAIN SET
CDG-45 DRIP!
CDG-LEMMINGOIDS

DISK PRICES :
1 - 5 = 1.50
6 - 10 = 1.30
11 - 20 = 1.10
21 - 30 = 0.90
30+ CALL
CATALOGUE DISK £1.00



PROFESSIONAL
FOOTBALL MASTERS

Football Masters is the very latest Multi-Manager Football Simulator for 16 bit computers. After 5 years of development we are proud to announce the release of the most comprehensive football management game ever. This is the fourth and final revision . It's waiting to test your skills right now! Features Include:-

48 Hour Dispatch Available

Multi-Manager game for 1 to 4 Players. Three levels of difficulty.

Choose six from fifteen **Tactics**. The player **Formation** routine is the most versatile ever created. You can inspect nearly all **Opponents Statistics** and you can see all **Pitch Sizes**.

Match highlights minute by minute, make substitutions or team changes at any time. Live injuries, yellow/red cards and named goalscorers. **Match Report** with possession, number of shots etc.

Full UK and European Cup itinerary. Includes FA, League, Zenith Data, Autoglass, European, Cup Winners and UEFA Cups. All cup match rules have been made as accurate as possible. Two leg ties, Extra time, Away goal rule, Seeded draws, **European Mini Leagues** etc. You can physical participate in any **Penalty Shootout**, fully animated graphics, controlled by joystick and/or mouse.

All 4 league divisions **(includes Premier)** with play-offs and league expulsion.

Real initial, surname, league career records, height and age entered for all players as at the start of the 92/93 Season. Seven skill ratings per player, separate ones for goalkeepers. Plus 15 other special attributes like Captain, Super Subs & Mobility. Players **Preferred Foot**.

A lively and real-time transfer market, with an approach facility, negotiate wages and contracts includes **Foreign Transactions**. Plus loans, free transfers and trainees. Unique and simple training system to improve player skills. ST 512K version excludes penalty sequence.

High quality printer facilities to list all the vital information. Masses of historical statistics on past games, players and manager. Realistic **Gate Capacities** and **Ground Improvements**.

Quick game data load and save. All screens updated quickly and displayed in a pleasant format, which is easy to use and comfortable to read. Fully mouse operated. Printed instruction booklet with plenty of diagrams. An Editor is available (as an extra) to add flexibility to the new or saved games.

An options screen allows some of the above to be switched off if so desired. Others not mentioned above include **Show All Goalscorers** (when possible) and **Show Transfer News**.

NEW ENHANCED 92/93 VERSION

WANTED! Sports related programs or programmers

Bold text highlights new features. **Scottish** version also available

ESP Software 32a Southchurch Road Southend-on-Sea Essex SS1 2ND

There are many, many other little things that make this game the most addictive and accurate interpretation of a Football Managers season. It would be impossible to list all the features in this advert but we assure you that this is the best. We have thousands of satisfied customers from our previous edition of this game, many are still playing it 2 years after purchase. See the order form below for details on how to order this incredible game. Available for all Atari ST's and Amiga's. PC WINDOWS version coming soon. © 1992

WRESTLING MASTERS

An amazing graphical strategic simulator that's fun and easy to play for all the family. 0, 1 or 2 players on keyboard, mouse or joystick. Pick your moves from the selection available and watch your animated warrior battle it out. Watch the energy bar indicators and plan your next move. Edit Wrestlers plus many other features.

Amiga 1MB RAM. Only £19.95

STABLE MASTERS

Four years of development by a racing expert has led to the release of this great strategy Horse Racing simulation. You can participate as the Owner, Trainer and or Betting Punter in this remarkable game. As the trainer you must try to discover the horses ideal racing conditions (mainly distance & going). Animated race display, formbook, 200 horses with independent personal profiles, tipsters, simple mouse and icon menu selection. Many other items are included.

Amiga 1MB or any Atari ST. Only £19.95

24 HOUR CREDIT CARD HOT-LINE

(0702) 600557 Answer Phone Outside Office Hours
FAX (0702) 613747

VISA

MAIL ORDERS

All the programs detailed in this advert are only available through direct mail from ESP Software

Name
Address
Postcode
Tel.
I have an ____________ computer, please send me the following items

Quantity	Description (English or Scottish) *	Unit Cost	Total
	Professional Football Masters 512K (ST Only) *	19.95	
	Professional Football Masters 1MB *	24.95	
	P.F.M. Editor (Not For 512K Amiga) *	12.00	
	Wrestling Masters (Amiga 1MB)	19.95	
	Stable Masters (Amiga 1MB or Any ST)	19.95	
	Amiga 512K RAM Expansion	27.00	
	POSTAGE (Non UK Only)	1.00	
		GRAND TOTAL	

If you have a cheque guarantee card or credit card please write its number on the reverse of your cheque, doing so will ensure despatch within 48 hours of receipt.

I enclose a Cheque/Postal Order made payable to ESP SOFTWARE

Cut out and post this form to (photocopies or written orders are acceptable) E. & O.E.

ESP Software (CU), 32a Southchurch Road, Southend-on-Sea, Essex SS1 2ND. UK.

COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA PANASONIC JVC MITSUBISHI EPSON CANON TOSHIBA HEWLETT PACKARD COLOSTAR ZYDEC

Orders Taken Until

DISKS... DISKS

FULLY GUARANTEED BULK DOUBLE SIDED DOUBLE DENSITY 135tpi 100% Certified UNBRANDED USUALLY SONY TDK or MITSUBISHI etc GUARANTEED AND SUPPLIED WITH LABELS DO NOT CONFUSE WITH INFERIOR UNCERTIFIED PLEASE PHONE FOR LATEST PRICES

10 DSDD	£9.99	25 DSDD	£12.99
50 DSDD	£22.99	100 DSDD	£47.00
200 DSDD			£82.00

20 TDK Branded Disks with two 10 holder boxes ..£19.99

DISK BOXES

Flip Top Disk Holder holds 12	99p
Flip Top Disk Holder holds 20	£2.99
40 Disk Holder Lockable, Top Quality, Anti-static, with Dividers & 2 Keys	£3.99
80 Disk Holder Lockable, Top Quality, Anti static, with Divider & 2 Keys	£5.99
100 Disk Holder, Lockable, Top Quality, Anti static, with Dividers & 2 Keys	£6.99

DISKS & DISK BOX OFFERS

Pack of 20 in our Top Quality, Lockable 40 Disk Holder	£13.99
Pack of 50 in our Top Quality, Lockable 80 Disk Holder	£28.99

FILE DRAWER

Drawer Type Box Holds 200 disks, lockable, stackable ..£12.99

POSSO BOX

Drawer Type Box - Can be stacked horizontally or vertically Holds 150 Disks ..£16.45

DISK LABELS

Four Assorted Colours

60 for	£1.00
200 for	£2.00
200 Tractor Feed Labels	£4.00

AMIGA 1500/2000 PERIPHERALS

GVP 52Mb Fast Access Hard Drive with 8Mb RAM Board Was £264.99 Now £249.99

GVP 120Mb Fast Access Hard Drive with 8Mb RAM Board Was £409.99, Now £389.99

GVP -2Mb SIMMS for above ..£59.99

Fitted FREE if required

Amiga 1500 Unpopulated RAM Board £84.99

With 2Mb SIMMS ..£142.99

AMIGA CONTROL CENTRES

These are the original and best. Manufactured by Premier Micros from Sheet Steel with welded seams and Epoxy coated to colour match the Amiga. Precision made to fit over the back of the Amiga to make a perfect platform for a monitor. Improve the looks of the Amiga and provide space for a second drive etc.

A500/A500 Plus Model	£39.95
A600 Model	£34.95
Amiga 1200 Model	POA

DUST COVERS

Top quality Amiga Colour Dust Covers. Tailored Monogrammed and with Bound Edges

Protect Your Investment!

Amiga 500 Keyboard	£4.99
Amiga 600 Keyboard	£4.99
Amiga 1200 Keyboard	£4.99
Panasonic KX P1124/1170	£4.99
Citizen 120D Printer	£4.99
Citizen Swift 9/24/124D	£4.99
Commodore Monitor	£4.99
Philips Monitor MK II	£4.99
Amiga 1500 Two Part Cover	£8.99
Star LC10 Printer	£4.99
Star LC200 Printer	£4.99
Star LC24/200 Printer	£4.99
Amiga 500 with Control Centre & Monitor Combined Cover	£8.99
Amiga 600 with Control Centre & Monitor Combined Cover	£8.99

PRINTER RIBBON RE-INK

Simply open your plastic ribbon case, spray over the ribbon, replace the lid and leave for 24 hours.

BETTER THAN A NEW RIBBON Guaranteed Restores dozens of ribbons to new for just..£11.99

DISK DRIVES & EXPANSIONS

CUMANA CAX354 1Mb 3.5 Single disk drive Enable/Disable switch Thru port Power ex Amiga ..£54.99

POWER PC880R DRIVE incorporates Anti click Board Blitz Back Up system software and built in Virus blocker ..£67.99

NEW-POWER PC880R with Blitz and X-Copy ..£94.99

REPLACEMENT A500 Internal Disk Drive fully compatible and with full instructions ..£43.99

MEMORY EXPANSIONS & SYSTEM UPGRADES 512k RAM Expansion with Clock and On/Off Switch ..£23.99

1Mb MODULE FOR A500 PLUS gives 2Mb Chip Memory ..£44.99

AMIGA 600 1Mb Chip RAM Module with clock, plugs into trapdoor underneath the A600 ..£41.99

KICKSTART ROMS

V1.3 Kickstart ROM ..£29.99

ROM SHARER

2 Position Switch ..£19.99

PC EMULATOR

KCS Power Board A500 Plus fits into expansion port under Amiga 500 PLUS does not invalidate warranty Including MS-DOS ..£179.99

ADAPTOR for 1500/2000 ..£64.99

SMART CARDS FOR PCMA SLOT IN AMIGA 600 and 1200

2Mb Ram Expansion Card	P.O.A
4Mb Ram Expansion Card	P.O.A

MULTIMEDIA

AMIGA CDTV MULTI MEDIA PACK

Amiga CDTV player complete with keyboard, mouse, Amiga disk drive, infra red remote controller, batteries welcome disks, Lemmings, & Hutchinsons Encyclopaedia ..£479.99

AMIGA CDTV

Amiga CDTV player, infra red remote controller, welcome disks, Lemmings, & Hutchinsons Encyclopaedia ..£379.99

Amiga CDTV player	£399.99
Keyboard	£49.99
Mouse	£39.99
Floppy Disk Drive	£79.99
Track Ball	£79.99

CD-ROM DRIVE

Commodore A570 CD Rom Drive, plugs into Amiga A500 Expansion Bus to run CDTV Software ..£339.99

NEW - PHILIPS CD-I ..£599.99

AMIGA 500/600 HARD DRIVES

GVP 52Mb Hard Drive PLUS 8Mb RAM Board Was £339.99 Now £324.99

GVP 120Mb Hard Drive PLUS 8Mb RAM Board ..£439.99

GVP COMBO 40Mhz Accelerator PLUS 120Mb Hard Drive PLUS 8Mb RAM board all in one case ..£749.00

GVP - 2Mb SIMMS for above ..£59.99

GVP 16Mhz PC286 Emulator plugs inside GVP Hard Drive ..£229.99

4Mb SIMM for above (fitted FREE if required) £169.99

ZAPPO A500/A500+ Hard Drives take up to 8Mb of SIMMs, mouse operated Games Switch, SCSI through port, 12 month warranty

ZAPPO A500/40Mb Hard Drive	£299.99
ZAPPO A500/60Mb Hard Drive	£349.99
2 x 1Mb SIMMs for above (free fitting)	£59.99

2.5" IDE Hard Drive fits inside Amiga A600 or 1200 complete with lead and screws

20Mb	£139.99
60Mb	£199.99
80Mb	£249.99

AMIGA'S

OUR LOWEST AMIGA PRICES EVER!!! ALL OUR AMIGA PRICES INCLUDE

FREE NEXT DAY DELIVERY ON ALL OUR AMIGA SYSTEMS

ESSENTIAL ACCESSORIES PACK

Top quality 40 disk holder, 10 best quality disks with labels quality mouse mat, mouse holder tailored monogrammed dust cover SPECIAL PRICE ..£21.99

Extra special price if bought with any Amiga ..£19.99

AMIGA 1500 STARTER PACK

Amiga 1500 Dual Drive with 1Mb RAM Mouse, Manuals and Amiga DOS The Works Platinum Edition, Deluxe Paint III, Home Accounts, Elf, Toki and Puzznic Total RRP £699.99 ... *Audition Price £529.99*

AMIGA 2000 with 40Mb HARD DRIVE

Amiga 2000 Dual Drives, 1Mb RAM Kickstart/Workbench 2.04 40Mb Fast Access Hard Drive, and Autobooting Controller Card. SPECIAL PRICE including NEXT WORKING DAY DELIVERY ..£689.99

AMIGA 1200

Kickstart/Workbench 3 plugs directly into any TV with 2Mb Chip RAM Smart Card Slot, Built in disk drive and complete with mouse and power supply Plus for complete peace of mind - 12 months In-Home Service ..£379.99

AMIGA 600 BASIC PACK

Comprising of Amiga 600 computer with mouse and power supply and In Home Service ..£269.99

80Mb Hard Drive Version ..£429.99

COMMODORE AMIGA A600 - SUPER PACKS

PACK ONE

New compact design Kickstart/ Workbench 2.05 plugs directly into any T.V. 1Mb RAM Smart Card Slot 3.5" built in disk drive Complete with mouse and PSU FREE 12 months In Home Service and Deluxe Paint III. ..£269.99

PACK TWO

The Wild The Weird & the Wicked As Pack One, plus FREE 3 game pack Grand Prix by Microprose, Putty by System 3, Pushover by Ocean.

SPECIAL PRICE ..£339.99

PACK THREE

Epic/Language Lab, Hard Drive Pack. As Pack One Plus 20Mb built in hard drive Plus Trivial Pursuit in three different languages. Epic by Ocean Rome by Millenium Myth by System 3

SPECIAL PRICE ..£469.99

AMIGA A500 PLUS CARTOON CLASSICS PACK

We have limited stocks of the much sought after Cartoon Classics pack incorporating Deluxe Paint III, Lemmings Bart Simpson and Captain Planet in addition to the superb Amiga A500 Plus ..£299.99

AMIGA A600 ZOOL PACK

The Wild Weird & Wicked Pack plus FREE 3 Game Pack including Zool, Striker, Pinball Dreams and Transwrite word processor Total Retail Value if purchased separately over £600. Special Package Price ..£349.99

AMIGA A600 HOME OFFICE PACK

The perfect all-in package for your home or business Commodore Amiga 600 complete with wordprocessor 50,000 word spell checker, database, spreadsheet, disk manager & graphics Including next day delivery ..£309.99

AMIGA 1500 HARD DRIVE PACK

Amiga A1500, comprising twin disk drives, 1Mb Ram Workbench/Kickstart 2.04, mouse, manuals [illegible] keyboard. With free software [illegible] um, Home [illegible] Deluxe Paint III, Elf, Toki & Puzznic Complete with 20Mb hard drive including Commodore controller

EXCLUSIVE TO AUDITION ..£629.99

AMIGA 1500 HARD DRIVE WITH EXPANDED MEMORY PACK

Amiga 1500 as detailed above including a 20Mb hard drive and 8Mb Ram board populated to 2Mb with SIMMS

EXCLUSIVE TO AUDITION ..£749.99

NEW AMIGA 4000

The power of the 68040 32-Bit processor running at 25Mhz. New double AA graphics chip set and 16.8 million colours. High density disk drive, high speed 120Mb IDE Hard disk drive New Workbench 3.0 ..£1999.99

PRINTERS

We are CITIZEN SUPER DEALERS and Authorised to offer their Full 2 years Guarantee on all CITIZEN Products. This Guarantee covers all parts and labour including Printer Head

FREE WITH ALL OUR PRINTERS: Exclusive Printer Starter Kit Comprising

★ 200 Sheets Quality Paper

★ 200 Sheets Continuous Paper

★ 200 Tractor Feed Address Labels

★ 2 Metre Amiga Printer Cable

★ Special Amiga drivers disk to match your Amiga perfectly to any of our printers

Free next working day delivery on all Printers

NEW CITIZEN SWIFT 2 SERIES

Whisper quiet - very fast - 2 year warranty

CITIZEN SWIFT 200 - 9 pin mono	£234.99
CITIZEN SWIFT 200 - 9 pin Colour	£279.99
CITIZEN SWIFT 240 - 24 pin colour	£299.99
CITIZEN SWIFT 9 COLOUR	£199.99
CITIZEN 224 COLOUR	£249.99
CITIZEN SWIFT 24 COLOUR	£249.99
CITIZEN PN48 Notebook Printer	£229.99

NEW STAR LC 100 SERIES

STAR LC 100 - 9 pin colour	£169.99
STAR LC24/100 - 24 pin mono	£199.99
STAR LC20 MONO	£134.99
STAR LC200 COLOUR	£199.99
STAR LC24/20 MONO	£229.99
STAR LC24/200 COLOUR	£269.99
PANASONIC KXP1170	£149.99
PANASONIC KXP 1124I	£239.99
PANASONIC KXP 2180 Colour	£209.99
PANASONIC KXP 2123 Colour	£239.99

INKJET PRINTERS

CITIZEN PROJET	£399.99
CANON BJ10EX Portable Bubble Jet Printer with 3 fonts, Cable etc	£249.99
CANON BJ20 - 8 fonts, 50 sheet Auto sheet Feeder, Portable mono printer	£345.00
HEWLET PACKARD Desk Jet 500 colour printer	£489.99

INKJET CARTRIDGES

CANON BJ10E Ink Cassette ..£17.99

COMMODORE MPS1270

REFILL INKJET CARTRIDGES - TWIN PACKS (easy load)

HEWLETT PACKARD/CITIZEN PROJET	Black	£16.99
	Blue	£18.99
CANON BJ300/330	Black	£18.99

EPSON LX400	£139.99
EPSON LQ100	£229.99

MONITORS

PHILIPS CM8833 Mk II Colour Monitor High Resolution, Twin Speaker Stereo complete with all leads and One Year on site Warranty with FREE Lotus Turbo Challenge 2 Game ..£199.99

COMMODORE 1084S Monitor High Resolution Colour Monitor, Twin Speaker Stereo inc Leads ..£189.99

COMMODORE 1085 SD2 Stereo Colour Monitor ..£229.99

Genuine Philips Tilt & Swivel Monitor Stands ..£16.99

COMMODORE 1960 MULTI SYNC MONITOR Complete with leads to plug straight into the Amiga 500 Plus ..£436.99

MICROWAY FLICKER FIXER fits inside Amiga 1500/2000 for flicker free Graphics when used with Commodore 1960 Monitor ..£99.99

Please note that all our Monitors are official UK Specifications. We do not sell Grey Imports of any kind.

All our monitors include FREE next working day delivery

COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

12.00 Midnight

AMIGA BOOK SPECIALS

Advanced Amiga Basic	£16.95
Amiga Adv System Prog Guide	£29.95
Amiga Applications	£16.95
Amiga Basic Inside and Out	£18.95
Amiga C for Beginners	£16.95
Amiga C for Advanced Programmers	£29.95*
Amiga Desktop Video Guide	£16.95
Amiga Desktop Video Power*	£24.95
Amiga Desktop Video Workbook*	£29.95
Amiga DOS a Dabhand Guide	£14.95
Amiga DOS Inside & Out Revised Edition with Disk	£29.95*
Amiga DOS Reference Guide 3rd Ed	£18.95*
Amiga DOS Quick Reference	£9.95
Amiga DOS 2 Companion	£22.95
Amiga Intern	£32.95
Amiga for Beginners New version W/B 1/3 & 2.0	£12.95
Amiga Graphics Inside & Out	£29.95
Amiga Game Makers Manual	£16.95*
Amiga Machine Language	£14.95
Amiga Printers Inside & Out	£29.95*
Amiga Programmers Handbook Vol 2	£22.95*
Amiga ROM Kernel Ref Manual 3rd Edition Devices	£24.95*
Amiga ROM Kernel Ref Manual 3rd Edition Includes and Autodocs	£32.95*
Amiga ROM Kernel Ref Manual 3rd Edition Libs	£32.95*
Amiga Hardware Ref Manual 3rd Edition	£24.95*
Amiga 3D Graphics Programming in BASIC	£16.95
The Best Amiga Tricks and Tips*	£24.95
A Dabhand Guide	£14.95
The Commercial Games Programmers Guide	£11.95
Desktop Video Production	£14.95*
Get The Most Out of Your Amiga Vol 2	£9.95
Get The Most Out of Your Amiga Vol 1*	£13.95
Inside Amiga Graphics	£16.95
Kids and the Amiga 2nd Edition	£14.95
Learning C Programming Graphics On the Amiga	£16.95
Learning To Fly with Flight Sim	£12.95
Making Music on the Amiga*	£29.95
Mastering Amiga Beginners	£19.95*
Mastering Amiga DOS 2 Vol 1	£21.95
Mastering Amiga DOS 2 Vol 2	£17.95
Mastering Amiga Printers	£19.95*
Mastering Amiga Workbench 2	£19.95
More Amiga Tricks and Tips	£14.95*
Screen Play 2	£9.95
Using AREXX on the Amiga Plus*	£29.95
Using Deluxe Paint Second Ed.	£18.95

* With FREE disk

SERIOUS SOFTWARE

Wordworth version 2 from Digita	£74.99
Scala 500	£89.99
Scala (Needs 1.5Mb Ram & Hard Drive)	£159.99
Pen Pal	£39.99
GB Route Plus	£59.99
Design Works	£57.99
Quarterback	£46.99
Quarterback Tools	£54.99
Home Accounts	£19.99
Home Accounts 2	£36.99
X-Backup Pro	£35.99
Amos	£32.99
Amos Compiler	£19.99
Amos 3D	£21.99
Easy AMOS	£25.99
Amos Professional	£55.99
Imagestream 2.2	£139.99
Final Copy 1.3 from (PEN PAL)	£45.99
LW Final Copy II	£69.99
Art Department Professional	£179.99
Directcad	£49.99
Professional Calc	£129.99
Professional Draw 3.0	£87.99
Professional Page 3.0	£109.99
GLW Mini Office Wordprocessor 50,000 Word Spell Checker, Database, Spreadsheet, Disk Manager & Graphics RRP £59.99 Special Offer	£47.99
Junior Typist	£12.99

MIRACLE PIANO TEACHING SYSTEM

Professional Midi Compatible 49 key keyboard with unique Piano Teaching System Record, Overlay and mix your own creations with the Miracle's 8 Track Studio. With 250 lesson software, cables, earphones, footpedal and manuals

PLAY THE PIANO IN 3 WEEKS

Complete System £289.00

OUR NEW 4000 SQ FT KETTERING SUPERSTORE IS NOW OPEN. TO CELEBRATE CUT OUT AND USE THE MONEY OFF COUPON BELOW

EDUCATIONAL SOFTWARE

Fun School 2 Under 6's	£7.99
Fun School 2 6 to 8's	£7.99
Fun School 2 Over 8's	£7.99
Fun School 2 - 8 and Over	£12.45
Fun School 3 Under 5	£15.45
Fun School 3 5-7 Years	£15.45
Fun School 3 7 and Over	£15.45
Fun School 4 Under 5	£16.45
Fun School 4 - 5-7 Years	£16.45
Fun School 4 - 7 and Over	£16.45
ADI Maths 11/12	£19.99
ADI Maths 12/13	£19.99
ADI English 11/12	£19.99
ADI English 12/13	£19.99
ADI French 11/12	£19.99
ADI French 12/13	£19.99
ADI Junior Reading 4/5	£19.99
ADI Junior Reading 6/7	£19.99
ADI Junior Counting 4/5	£19.99
ADI Junior Counting 6/7	£19.99
Paint 'N Create 5 years+	£22.99
Merlin's Maths 5-11 years	£22.99
Spelling Fun 7-13 years	£22.99
KOSMOS	
Answer Back Junior	£14.45
Answer Back Senior	£14.45
Fact File 500 20th Cent History	£7.95
Fact File 500 General Science	£7.95
Fact File 500 - Know England	£7.95
Fact File 500 - English Word	£7.95
Fact File 500 Natural History	£7.95
Fact File 500 World Geography	£7.95
Fact File 500 First Aid	£7.95
Fact File Spelling	£7.95
Fact File Sport	£7.95
Fact File Arithmetic	£7.95
Fact File - Association Football	£7.95
The French Mistress	£14.45
The Italian Tutor	£14.45
The German Master	£14.45
The Spanish Tutor	£14.45
Maths Adventure	£19.99
L.C.L	
Micro English (GCSE)	£18.95
Micro French (GCSE)	£18.95
Micro Maths (GCSE)	£18.95
Micro German (GCSE)	£18.95
Mega Maths (A Level)	£18.95
Primary Maths (3-12)	£18.95
Reading and Writing (3-8)	£17.95
MISC	
Better Spelling (8-Adult)	£16.99
Lets Spell at Home SPECIAL	£9.99
Junior Typist	£12.99
Better Maths	£16.99

THIS COUPON IS WORTH £5.00 OFF ANY MAIL ORDER PURCHASE OVER £100 OR £10.00 OFF ANY SHOP PURCHASE OVER £100 IF BROUGHT TO OUR SUPERSTORE PERSONALLY

NEW DELUXE PAINT III TUTOR VIDEO

AMI TEK
DELUXE PAINT III TUTOR
PRODUCTION

Learn to get the best from NEW Deluxe Paint III. This video shows you how to design and execute your own Animations, Titles and so much more in a Step-By Step, Easy To Follow way.

Subjects covered include:

★ Screen Painting
★ Zoom
★ Colours
★ Working with Text and Fonts
★ Stencils
★ Perspective
★ Animation
★ Video Titling etc, etc

RUNNING TIME: NEARLY THREE HOURS!!

Superb Value At ONLY £18.99 inc Post & Packing

I was a little sceptical about the chances of taking a complete beginner to such dizzy heights but I must admit to being wrong

[illegible]

ACCESSORIES

Tracey Mouse Drawing Aid. Attaches simply to side of Mouse and features precision moulded crosshairs to enable you to trace any picture into your graphics package. With full colour instruction manual	£6.95
Audio Leads Connect your Amiga to your Hi-Fi	
3 Metre Stereo Audio Leads	£4.99
5 Metre Stereo Audio Leads	£5.99
Quality Soft Mouse Mat	£2.99
Mouse Bracket (to hold mouse)	£1.99
3.5" Disk Drive Head Cleaning Kits	£1.99
Twin Joystick/Mouse Extension Lead	£5.99
Joystick/Mouse "Y" Lead	£5.99
Joystick/Mouse Switch Box	£9.99
Joystick/Mouse Auto Sensing Switch Box by Robo	£16.99
Aerial Switching Boxes, fit in TV lead to eliminate constant disconnection and wear on TV	£3.99
Surge Protection Plugs	[illegible]
Printer Cables	£7.99
Modulator Extension Lead stops your Modulator falling out!!! Plugs into Modulator port and Modulator and allows Modulator to sit along the back of the Amiga instead of projecting. Approx 12" cable length	£10.99
Naksha Mouse with FREE Mouse Mat FREE Mouse Holder and Operation Stealth Game	£24.99
Ion Mouse 280 DPI Microswitched	£14.99
Techno-Plus Mouse Microswitched 300DPI*	£17.95
Power Scanner.	£99.99
GVP DSS8 Digital Sound Studio Sound Sampler	£57.95
Midi Connector, Midi Leads & Free Music X Junior	£39.99
Quickjoy Foot Pedal	£24.95
Voltmace Delta 3A Analogue Joystick	£12.99
Gravis Clear - The Joystick	£36.99
Zipstick Superpro Autofire Joystick	£12.99
Sigma Ray (Pistol Grip - Auto Fire)	£13.49
SpeedKing Analogue Hand Held Joystick	£14.99
Freedom Connector Plug in your own Joystick which then becomes Infra Red Remote	£19.99
Mouse pad/mouse pocket - Gift Pack	£4.99
Optical Mouse	£34.99
Desk copy holder [illegible] typing and inputting easier	£9.99
Space Saver Copy holder. Moving arm, clamps to edge of desk	£17.99
Printer stand Fits any printer	£7.99
3 Metre Joystick OR Mouse Extension Lead	£5.99
Primax 350 DPI Mouse	£14.99
Alpha Data Scanner Scan & Save	£124.99
Alpha Data Scanner - Touch Up	£149.99
Naksha Scanner plugs in side expansion	£99.99
Padcam PT1010 Digitising Tablet	

AUDITION COMPUTERS LIMITED

DEPT CU, 3 STATION ROAD, KETTERING, NORTHANTS
NN15 7HH. SHOP HOURS (0536) 414892
OUT OF HOURS (0780) 720531

☎ TELEPHONE DIRECT [illegible] MAIL ORDER HOTLINE ALL MAJOR CREDIT CARDS [illegible] QUOTE YOUR NUMBER AND EXPIRY DATE SAME [illegible]

[illegible] ALL FORMS OF PAYMENT MADE PAYABLE TO AUDITION COMPUTERS [illegible] YOUR [illegible] PLEASE SEND [illegible] NAME ADDRESS AND DAYTIME PHONE NUMBER ALONG WITH YOUR DETAILED ORDER REQUIREMENTS. GOODS WILL BE SENT BY POST FREE OF CHARGE IMMEDIATELY AFTER CHEQUE CLEARANCE

ALL OUR PRICES INC [illegible] FREE [illegible] DELIVERY ON ALL ORDERS [illegible] ORDERS [illegible] INCLUDE [illegible] SMALL ORDER CHARGE [illegible] EXTRA [illegible] ORDERS OVER [illegible]

ALL OUR PRICES INCLUDE V.A.T

MINIMUM ORDER £15.00
else surcharge £2.00

COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

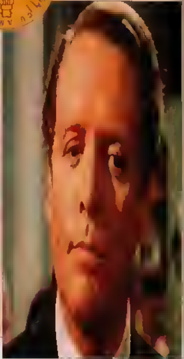
GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA PANASONIC JVC MITSUBISHI EPSON CANON TOSHIBA HEWLETT PACKARD GOLDSTAR ZYDEC

Oh no, more video digitisers? John Kennedy tells you why this one should get you excited.

VLAB

TOP RATED

A low resolution, 24-bit image grabbed off video tape. Although video tape is not noted for it's high quality images VLAB can still extract some amazing pictures from it.



A high resolution interlaced picture – this time in 16 colours VLAB's advanced dithering provides excellent results.

BIG BOYS ONLY

VLAB first made an appearance in the pages of CU back in the heady days of the July 1992 issue and then only as an add-in card for 1500, 2000 and 3000 owners.

Since then the Amiga 4000 has been launched, thus providing one more computer that VLAB will work with – but what about all the thousands of Amiga users who lack expansion slots? Is the huge market provided by those 500, 600 and 1200 owners going to miss out on what our Technical Editor described as 'quite easily one of the best digitisers'?

The answer to that rhetorical question is quite obviously 'no', for those most excellent Europeans at Macrosystems have brought out a version which connects to any Amiga via the parallel port.

SO WHAT?

What makes VLAB so special is the fact that it's brilliant. The pictures are brilliant, the software is brilliant and I'm sure the manual is brilliant too, if only I could read German.

I suppose I should have kept that paragraph until the end of the review to maintain some sort of mystery, but it's no good – you'll just to have to hold your breath to add your own element of excitement. VLAB is very good, and there is no escaping it.

Externally VLAB looks very disappointing – it's a long slab of powder-coated beige steel with some sockets, an on-off switch and a reassuring little red light. Also, in the cardboard box is a very beefy looking mains adapter with a Euro plug attached, so it's time to dig out that old shaver adapter. The last thing in the box is a lead to connect VLAB to the Amiga – not. Hopefully Amiga Centre Scotland, the main UK distributor, will see fit to include one in the future. Luckily, it gave me an excuse to make use of an old disk drive cable, which might have remained in some desk vortex otherwise.

The driving software which comes with this version of VLAB has changed very little from the original Zorro-only version. It's still an Intuition user's dream, with windows, menus and gadgets a-plenty. To give you some idea of its user-friendliness, there are actually three ways of achieving most tasks. You can either select a pull down menu, or open and use a tiny window or else type in the command from a custom shell which can be opened. Amazing!

The software is so good that reference to the manual is unnecessary, which is a good thing unless you can read German. Over 140 pages packed with examples looks very good, unfortunately the English instructions provided by ACS are quite laughable, consisting of a single sheet of A4 and very little in the way of facts.

ACTION!

Any form of composite video source can be used, as long as the connecting lead ends with an RCA type plug. If your video recorder has a SCART socket, you'll need to pop in to your local Tandy dealer for a lead. Most camcorders seem to come with both SCART and RCA these days, so you probably won't need a special lead for one.

VLAB has two (unlabelled) video inputs, so just pick one and plug in the video. If you have opened a monitor screen on VLAB's main screen you should be watching a grey scale image, updated at about one to eight frames a second depending on the size and number of colours used. When the monitor shows the image you want, just select the 'scan' option. After a second or so you can see a quick preview of the image – either in colour or black and white.

When you think you have captured the image you want, a more precise calculation can be performed to produce the final image. VLAB supports lots of image formats (see TABLE 1), and although the AGA modes are presently not yet supported, by using 24-bit files and a program such as ASDG's *AdPro*, you can be sure that no details will be lost. A software module which will allow ASDG fans to grab directly into *AdPro's* frame buffer is promised soon, and will be worth waiting for.

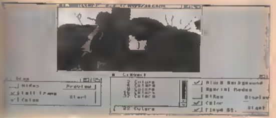
TABLE 1

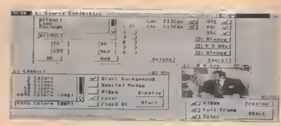
Graphics Modes

Mode	Typical Size (bytes)
Raw YUV data	368754
24 Bit ILBM	460852
HAM	125148
32 colour	74185
16 colour	58085
8 colour	39058
4 colour	22778
2 colour	10854

Various monochrome modes are also supported.

To preserve most detail in a digitised image you can save the raw YUV data out directly to disk. Although this file can not be directly viewed without some processing by VLAB it's pos-





Top left: VLAB at work, about to grab a picture. The monitor display keeps you up to date on what the video source is doing. *Top right:* A typical VLAB control screen. The monitor is providing a live update on the input signal, the filters are available to fine-tune the image to perfection.

A high resolution, interlaced picture grabbed from a live television transmission. This sort of resolution is pushing the quality of PAL to the limits.

able to batch-process the files at a later date. This is especially useful when used in conjunction with the 'Sequence' option, which will capture and store as many images as you want. If you cut down on colours a fairly respectable frame rate can be achieved.

FILTER

For optimum results, there are some extremely intelligent source definition options. The width, height and type of the video signal can be defined, as well as any noise filters your image may require. As always, the best results are achieved by trying every possible combination of options, but once you have them set they can be saved to form a brand new source type. Every subsequent time you load VLAB, the new video source is available as an option. Indeed, when you leave VLAB, the current state of play of the entire system, which windows are opened, how large they are, where they are positioned and so on, is saved. This means VLAB soon becomes YOUR program, set up just the way you like it. And, of course, you can switch this option off if you require! The joys of a well written program.

If you like experimenting, either with hardware or software, you'll love VLAB. The extensive ARexx support means that you can write your own programs to make extensive use of the digitising hardware – you can even switch off the main VLAB screen if it gets in your way.

The hardware options offered by the dual video inputs are also very flexible. Either input can be selected from software, so for example, you could quite easily create a multi-camera closed-circuit system for monitoring, capturing and spooling frames to disk for later analysis. Or even create a 3D capturing system for a robot, by using the visual equivalent of stereo sound and mounting two cameras about three inches apart.

SPEED

As this version of VLAB uses the parallel port instead of an internal Zorro slot, some degradation in speed can only be expected. However, I have to say that with the SSL5000 accelerator (a 16MHz 68020) fitted to my Amiga, I had no gripes about speed at all. The longest process was the 24 bit save to disk, which took about 30 seconds for a compressed image. Previewing and creating images is a great deal quicker and never became a chore. Presumably using the extra fast parallel ports supplied with some accelerator cards would speed the process up even more. On my system VLAB was fast enough to keep an eye on the TV by opening the monitor window on the Workbench and connecting a video-recorder. Who says you need an expensive GVP card for picture-in-picture video!

CONCLUSION

If you have an Amiga, any Amiga, you should think about getting this digitiser. Not only is it tremendous fun but anyone who dabbles with Desktop Publishing or any form of video work will soon get their money's worth from it. The fact that you can be sure it will work with your current Amiga and any better system you buy in the future makes it the essential high quality digitiser.

HOW IT WORKS

VLAB works differently from most video digitisers in that it makes use of the YUV colour space – the transmission standard used by all PAL video systems.

The PAL video system exploits the fact that the human eye is more sensitive to brightness detail than colour detail. Therefore, it makes sense to pack as much information into the brightness part of the signal at the expense of the colour part. The system chosen to implement this technique is called 'YUV' (for NTSC systems it's called 'YIQ').

The Y part of the YUV signal is called 'Luminance', and it contains the brightness information. It is formed by performing a weighted sum of the Red, Green and Blue components. The remaining two parts of the signal, 'U' and 'V', contain a combination of the colour information and some of the luminance.

This method of signal encoding has two advantages. Firstly, the Y luminance signal can be used by black and white televisions. Monochrome receivers can simply discard the extra U and V parts of the signal to obtain a high resolution image with minimum fuss. This was especially important when colour television was first introduced, as obviously everybody still owned black and white sets.

Secondly, there is no need to treat each component with equal resolution. The standard for digital PAL video states that the luminance component should have eight bits of information, and the remaining U and V components four a piece. Thus a PAL TV signal, and so any picture digitised from it, will contain approximately 16 bits per pixel.

VLAB works by directly digitising the YUV signal, and then performing calculations to extract the colour information. As VLAB grabs an entire colour video frame at once, there is no need to take three different samples for each of the red, green and blue components.

VLAB PAR

. . . at a glance

• Works on any Amiga • 24-bit IFF output, as well as all standard Amiga modes • Single frame grabbing • Needs WB2 and at least 3Mb of RAM • Link to *AdPro* coming soon

Address: Amiga Centre Scotland, Harlequin House, Walkerburn, Peeblesshire, Scotland EH43 6AZ. Telephone: 089 687 583.

ACS £381.87

'Now everyone can own the best colour digitiser.'

EASE OF USE	82%
VALUE FOR MONEY	96%
EFFECTIVENESS	94%
FLEXIBILITY	95%
INNOVATION	95%

OVERALL 93%

Pinball Fantasies £15.99

Mail order Express Distribution

3 Barclay Oval, Woodford Green, Essex IG8 OPP
Call us on 081-559 1704 or 081-504 8377 7 days 8.30am - 10pm

VISA

CURSE OF ENCHANTIA £21.99

3D Construction Kit 2 0	£31 99	Flames of Freedom	£14 99	Pools of Darkness	£20 99
Addams Family	£14 50	Formula 1 Grand Prix	£21 99	Premiere	£19 99
Adventurers	£15 99	Gobinns	£15 99	Prince of Persia	£10 99
Air Warrior	£21 99	Heimdall	£13 99	Pro Tennis Tour 2	£15 99
Archer Macleans Pool	£15.99	Heart of China	£22 99	Pushover	£15 99
AMOS Professional	£43 95	Hook	£15 99	Putty	£15 99
B17 Flying Fortress	£21 99	Humans	£18 99	Quest & Glory	£17 99
Battle Of Britain	£12 99	Kick Off 2	£09 99	Raving Mad	£15 99
Black Crypt	£15 99	Knights of the Sky	£21 99	Road Rash	£15 99
Captive	£07 99	Leisure Suit Larry 5	£22 99	Rolling Ronny	£11 99
Carl Lewis Challenge	£15 99	Lineker Collection	£13 99	Sabre Team	£15 99
Championship Manager	£12 99	Links	£22 99	Sensible Soccer	£15 99
Cisco Heat	£12 99	Links Bountiful	£13 99	Shadow of The Beast 3	£15 99
Civilisation	£21 99	Links Firestone	£13 99	Shuttle	£22 99
Conquest of The Longbow	£21 99	Lotus Turbo Challenge 2	£13 99	Special Forces	£21 99
Crazy Cars 3	£15 99	Lotus Turbo challenge 2...	£15 99	Street Fighter 2	£16 99
Cool Croc Twins	£15 99	Lure of the Temptress	£19 99	Super Fighter	£15 99
Cruise for a Corpse	£15 99	Max Compilation	£13 99	Supremacy	£10 99
Curse Of Enchantia	£21 99	Megalomania	£11 99	Tennis Cup 2	£15 99
Dizzy's Excellent Adventures		Megasports	£15 99	Thunderhawk	£12 99
	£14 99	Microprose Golf	£14 99	Titus The Fox	£9 99
D Generation	£09 99	Monkey Island	£15 99	The Manager	£17 99
Dojo Dan	£15 99	Monkey Island 2	£22 99	Troddlers	£15 99
Dune	£19 99	Nigel Mansell Formula 1	£18 99	Utopia	£11 99
Dyna Blasters	£18 99	Nova 9	£22 99	Utopia Data Disk	£09 99
Easy Amos	£21 99	Pacific Islands	£21 99	Vroom	£15 99
Epic	£15 99	Parasol Stars	£15 99	Vroom Data Disk	£13 99
Espana Games '92	£15 99	Pinball Fantasies	£15.99	Wizkid	£15 99
Eye of The Beholder 2	£22 99	Player Manager	£09 99	Zool	£15 99
F15 Strike Eagle 2	£15 99	Police Quest 3	£22 99		
Fire & Ice	£15 99	Populous 2.	£17 99		

All Prices include V.A.T P+P Only Per Item (UK) Europe £4.00

DISKS

25	11.30
50	20.50
100	36.90
200	68.95
300	103.45
500	167.50

3½"

DOUBLE SIDED, DOUBLE DENSITY

All Disks come With Labels P+P included

DISK BOXES

3.5 Inch	20 capacity	1.50	50p
3.5 Inch	100 capacity	4.75	£1.00
150 Capacity Posso		15.49	£3.00
3.5 inch 250 Capacity		22.99	£3.00

ACCESSORIES		P+P
Power External Drive	£49 99	£3 0
Zydec Zy-Fi Speakers	£35 99	£3 0
Zydec Handy Scanner	£92 99	£3 00
Zydec Virus Protector	£5 99	25p
Alfa Data Trackerball	£22 99	£2 0
Alfa Data Crystal Trackerball	£32 99	£2 0
Alfa Data Megamouse	£15 99	£1 5
1 2 meg Upgrade w/clock	£21 95	£1 00
14 Inch Monitor Stand	£9 99	£1
Mouse Pockets	£1 45	25p
Mouse Mats	£1 99	25p
Mouse Covers	£1 99	25p
Cleaning Kits	£1 45	25p

PREMIUM BULK 3.5" DS/DD DISKS

25	10.99
50	20.50
100	36.99
250	84.99
500	164.99

ALL DISKS ARE FULLY GUARANTEED AND ARE COMPLETE WITH LABELS

3.5" SUPERIOR LOCKABLE DISK BOXES

100 Capacity	4.49
120 Capacity	6.49

3.5" PREMIUM DISKS WITH OUR BOXES

100 Cap. box + 50 3.5" DS/DD	24.49
120 Cap. box + 100 3.5" DS/DD	42.99
90 Cap. Bank box + 50 3.5" DS/DD	29.49

3.5" BANK BOX - 90 CAPACITY

A SUPERB PRODUCT WHICH IS BOTH LOCKABLE AND STACKABLE

ONE	9.95
TWO	18.95
THREE	26.95

SNAP COMPUTER SUPPLIES LTD

HOTLINE 0703 457111

RIBBONS - POST FREE

Full Mark Brand	2 off	4 off
	PRICE EACH	
Citizen 120D/124D Swift 24	2.75	2.55
Citizen Swift 24 Colour (Compat)	12.95*	
Panasonic KXP 1080/1123/1124	3.25	3.05
Star LC10/LC20	2.60	2.40
Star LC10-4 Colour	5.90	5.70
Star LC24-10	2.95	2.75
Star LC24-10 Colour (Compat)	9.95*	
Star LC200	3.00	2.80
Star LC200 Colour (Compat)	9.95*	
Star LC24-200	2.95	2.75
Star LC24-200 Colour (Compat)	9.95*	
Ribbon re-ink	12.95	

*Minimum order - 2 ribbons, except those marked with an asterisk **

ACCESSORIES - POST FREE

Amiga External Drive	49.99
A500 ½MB upgrade with clock	23.99
A500 ½MB upgrade without clock	21.99
Mouse Mat	2.99
Mouse Holder	2.99
Roll 1000 3.5 Disk Labels	8.99
Amiga A500 dust cover	3.50
Phillips monitor cover	3.99
Star LC10, Star LC20 covers	
Star LC24-10, Star LC24-200 covers	3.99

All products are subject to availability - All prices include VAT. Please add £3.50 p+p for disks and boxes. E&OE.

VISA

SNAP COMPUTER SUPPLIES LTD Fax: 0703 457222
Unit 16, The Sidings, Hound Rd, Netley Abbey, Southampton SO3 5QA

SCSI vs IDE

What's the difference between SCSI and IDE? And, indeed, does it matter? Jolyon Ralph answers all those burning questions about the current hard drive interface war.

The A2000 drives were SCSI, as were those on the A3000. They may be a bit more expensive than IDE, but the increase in speed is worth it, especially if you are intending to run lengthy animations or sound samples which must come direct from disk.

The Amiga 4000 was disappointing in some respects. Not only did it have no DSP, but CBM chose an IDE interface for the hard drive. Some have claimed that this negates the speed-up provided by the new Motorola 68040 processor.

THE CASE FOR IDE

IDE stands for Integrated Drive Electronics. Original PC hard disks had a separate controller card with most of the clever electronics connected by two data cables to a hard disk that was rather simple in operation. This meant that setting up drives was a difficult task resulting in much messing around with cylinder, blocks, tracks and interleave settings. This was not fun.

Western Digital, a major hard drive and controller manufacturer decided to simplify the process by integrating the majority of the complex controller card components onto the drive itself. Two varieties of IDE were formed. XT-IDE (which was based on their 8-bit XT MFM controller) and AT-IDE (based on their 16-bit AT MFM controller).

XT-IDE has all but disappeared from the PC world now, being replaced by AT-IDE and SCSI. XT-IDE did make an appearance into the Amiga world with the Commodore A590, which was originally shipped with a 20Mb XT-IDE hard disk (although this was eventually replaced by a faster SCSI drive).

AT-IDE is now the standard PC hard drive interface. It only requires a handful of cheap components to add an IDE interface to a standard PC motherboard. As it is primarily a PC standard it requires a little more work to link to an Amiga, but it is still cheaper to add than SCSI to the Amiga.

The main advantage of IDE is availability and price of drives. With AT-IDE, a 40Mb drive can be bought for around £150 – £200 and there are plenty of drives to choose from. SCSI drive manufacturers have recently cut back production of

WHY DID THEY DO IT?

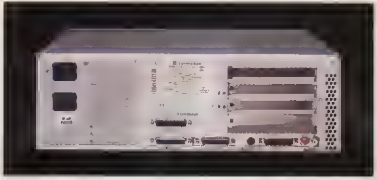
When the new Amiga 4000 was announced to the world nearly two months ago, the public went 'wow' at seeing the first total redesign of the Amiga chipset since 1985 and the new graphics modes it allowed. But to developers, who had known about the new chips for over a year, the Amiga 4000 came somewhat as a disappointment.

One of the main reasons for complaint was the lack of any improvement to the sound output. While developers were hoping for a machine with DSP (Digital Signal Processor) 16-bit better-than-CD quality sound, all we got was the same old 8-bit Paula that was in the original Amiga 1000. We shouldn't be too upset though, the 4-channel Paula can still give us sound quality that makes most PC soundcards sound tinny and artificial by comparison.

However, the main gripe about the Amiga 4000 was the choice of the IDE hard disk interface instead of the SCSI interface that was present on the Amiga 3000. Why did Commodore choose the IDE interface in preference to SCSI?

An IDE drive makes more sense on a machine like the A600, but power users will be disappointed by the lack of speed and the lack of flexibility

➤



The IDE mechanism uses less power and is cheaper than a similar SCSI unit. They are also more widely available in small capacities (<100Mb).

There is evidence to suggest that much of the speed increase on the A4000 is negated by the slow speed of the drive.

low capacity drives, it's now almost impossible to get a SCSI drive of less than 120Mb capacity (at around £300).

Small 2.5' IDE drives are now available, mainly for the portable computer market, these use far less power than their larger counterparts, and although 2.5' SCSI drives are available there are far less of these around, and they are more expensive.

Because of the popularity of AT-IDE on PCs it is inevitable that a wider variety of devices will start to appear. Tape streamers to link to AT-IDE are now available (although these will probably not work with the Amiga 4000), and removable cartridge drives (like the Syquest 44Mb cartridge drive) are also available.

THE CASE FOR SCSI

SCSI, which stands for Small Computer Systems Interface, is an international hard disk interface that has been around for many years, initially on expensive minicomputers and workstations, and recently on cheaper computer systems such as the Apple Mac, which has SCSI as standard, and the Amiga has traditionally used SCSI in preference to other formats (even the A590, which was shipped with a slow XT-IDE drive, had a SCSI interface as well as an external SCSI port).

The most important thing about SCSI on the Amiga is speed. SCSI is fast, much faster than the equivalent IDE unit. Several applications we tested on the Amiga 4000 showed little speed difference from running on the Amiga 3000. With the 25MHz 68040 processor we would have expected between two and five times improved performance. The slow IDE hard disk unit negated any benefits of the faster processor.

SCSI is far more expandable than IDE or any other drive interface. IDE can only handle two drives, SCSI can handle up to seven devices on a SCSI bus, and many devices can have more than one unit with different Logical Unit Numbers (for example there are CD Rom drives that can accept six CDs, but only require one SCSI ID place on the chain.

There are a much wider variety of devices available and supported for SCSI than IDE. As well as hard drives you can buy tape streamers, 21Mb floppy disk drives, 600Mb and 128Mb Magneto-Optical rewritable drives, CD-ROM drives, CD-WORM writable CD units, scanners and even fast PostScript printers that can be linked through one common interface. Small capacity SCSI drives are now hard to come by, but this is probably not a bad thing. I have over 1Gb (Gigabyte = 1000 Megabytes) of hard disk on my Amiga 3000 and I have run out of space several times. A decent Amiga set-up should have no less than 100Mb of hard drive space to be useful.

Unlike IDE on the Amiga 4000 and other machines, SCSI allows the simple connection of external devices in external cases via the external SCSI port. This allows use of large devices (like 5.25' full hide hard disks or Magneto-Optical drives) on machines where such devices would not normally fit.

Properly designed SCSI interfaces (such as the Amiga 3000 SCSI, Microbotics Hardframe and the Amiga A2091/A590 controllers) use DMA transfer. This means that data from the drive is transferred directly to RAM without any intervention from the processor. This means the hard drive doesn't slow down the processor. Non-DMA controllers (such as the IDE controller in the Amiga 4000) do slow down the processor when disk access is carried out, as the processor has to move all the data into RAM itself. Again this cuts back the performance of the Amiga 4000.

THE VERDICT

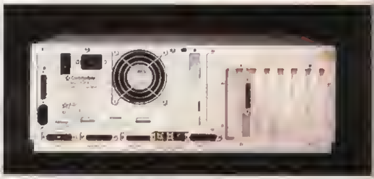
The Amiga 4000 should have come with SCSI. I can understand the reasons why CBM decided on IDE. Firstly, there was cost. The Amiga 4000 had to be cheap, and 68040 processors are expensive. Every other cost had to be cut back. I doubt the SCSI interface would have added much cost, but Commodore were concerned about availability of the 120Mb drives that they require. While several manufacturers produce 120Mb IDE drives there are few who do 120Mb SCSI drives, and only one (Maxtor) is readily available currently. Commodore could not afford to rely on one source for hard disks.

When Commodore release their SCSI II (the new SCSI standard which offers far faster transfer than SCSI 1) controller for the Amiga 4000, it will take up one of the precious Zorro III slots. Hopefully by then the Amiga 4000 Tower will be out, so losing one slot won't be such a problem. ●

CAVEAT EMPTO

At the lower end of the scale there is not much difference in price between a SCSI drive and an IDE one, especially if you extrapolate the prices upwards. The choice is, of course, up to you. Commodore have made theirs, we disagree. Here are a few dealers who can supply you with whichever hard drive you decide on..

Silica Systems	**081 309 1111**
First Computer Centre	**0532 319444**
Almathera Systems	**081 683 6418**
Evesham Micros	**0386 765500**
Direct Computers	**0782 311471**
Gordon Harwood	**0773 836781**
Phoenix	**0532 311932**
Power Computing	**0234 843388**



SCSI is more expandable than IDE. Up to seven devices can be added on a SCSI chain, so if you want a Tape Streamer, hard drive and CD-ROM, SCSI is the only system to use.

AMEAGRE PRICES FOR AMIGA USERS

[illegible]

[illegible]

[illegible]

[illegible]

3½"

Double Sided
Double Density

QUANTITY	PRICE
10	[illegible]
20	[illegible]
25	[illegible]
30	[illegible]
35	[illegible]
40	[illegible]
45	[illegible]
50	[illegible]
60	[illegible]
100	[illegible]
120	[illegible]
150	[illegible]
200	[illegible]
250	[illegible]
500	£184.65
1000	£364.30
2000	£728.50

WITH LABELS & WARRANTY

BOXES
(with keys and dividers)

10 Slimpack	0.94
40 capacity	£4.95
50 capacity	£5.60
80 capacity	£6.30
80 capacity stackable	£14.95
100 capacity	£6.80
120 capacity	£8.75
140 capacity	£9.95
150 capacity	£10.95
150 Deluxe stackable	£21.95

JOYSTICKS

Python 1 (QS130F)	£9.25
Maverick 1 (QS128F)	£13.75
125+	£9.00
The Bug	£13.50
Star Probe	£13.50
Competition Pro 5000 black	£13.75
Speedking A/F	£11.00
Navigator A/F	£13.75
Topstar (SV127)	£21.50
Supercharger (SV123)	£9.00
Sting Ray A/F	£12.50
Megastar A/F (SV133)	£22.00

MISCELLANEOUS

Cartoon Classics Pack	£359.95
Deluxe Work Centre	£46.95
Cumana Disk Drive	£57.95
0.5Mb Upgrade + clock	£29.95
0.5Mb Upgrade	£26.95
1Mb Upgrade (500+)	£56.95
Mouse	£14.75
Mouse Mat	£2.95
Mouse House	£2.95
Dustcover (Amiga, 500 or +)	£3.65
Dustcover (Amiga 600)	£3.65
Dustcover (Monitor)	£6.99
Dustcover (LC10)	£7.65
Dustcover (LC24)	£6.99
Auto Mouse/Joystick Switch	14.75
Trackball	£31.96
Head Cleaner	£3.75

MINI OFFICE
£49.95
Word Processor
Spreadsheet
Database
Graphics
Disk Utilities

PHILLIPS CM88311
Monitor with Lotus Turbo Chaalenge11, Duscover, Scart Cable, 1 year on site waranty, free next day delivery
£224.95

[illegible]

Overseas orders - Postage charged at cost.
New titles will be sent as they are released and are subject to manufacturers price reviews.

Credit Card orders:
(10.00am - 10.00pm, 7 days not on answer phone)
Fax Orders: 071 608 0608

071 - 608 - 0624

Cheques/Postal Orders to
DataGem Ltd, Dept cee, 23 Pitfield Street, London N1 6NB
Showroom open Monday - Friday 10am - 6pm   Exit 2, Old Street Tube
All orders taken subject to our standard terms & conditions

[illegible] for
Christmas from November 7th
Showroom open
10am - 8pm weekdays
10am - 4pm saturdays

Evesham Micros

JOINT WINNER OF COMPUTER SHOPPER'S 'Best Customer Service' AWARD FOR 1991

PRICES INC.DELIVERY & VAT @ 17.5%

HERE TODAY – HERE TO STAY

Evesham Micros First. First for choice, prices and service. Established for over nine years, with a strong financial status and secure future. Our Computerised Telesales Order Processing investment means fast, efficient service. Well appointed Retail Showrooms with large product range on display. Our huge Customer database, high percentage of repeat custom and personal referrals underlines our popularity. REMEMBER – when you need us, we will still be here. Our extensive [illegible]

HOW TO ORDER ....

Call us now on
0386 765500

TELESALES OPENING TIMES
9am - 7pm Monday-Friday
9am - 5.30pm Saturday

Send Cheque, Postal Order or ACCESS/VISA card details to

Evesham Micros Ltd.
Unit 9, St Richards Road
Evesham, Worcs. WR11 6XJ

ACCESS / SWITCH / VISA Cards Welcome

Government, Education & PLC orders welcome
Same day despatch whenever possible
Express Courier delivery (UK mainland only) £6.50 extra
Please note that 5 banking days must be allowed for cheque clearance
Immediate clearance on Bank Drafts.
Credit card orders. We do not charge the card until the goods are despatched

Mail Order Fax: 0386-765354

RETAIL SHOWROOMS

Normal Opening Hours: Monday-Saturday, 9.00-5.30
Late Night Opening Until 7pm Wednesday-Friday

EVESHAM
Unit 9 St Richards Rd,
Evesham
Worcs WR11 6XJ
☎ 0386•765180
fax 0386 765354

BIRMINGHAM
251-255 Moseley Rd,
Highgate
Birmingham B12 0EA
☎ 021•446 5050
fax 021 446 5010

CAMBRIDGE
5 Gilsson Road,
Cambridge
CB1 2HA
☎ 0223•323898
fax 0223 322883

MILTON KEYNES
320 Witan Gate,
Milton Keynes
MK9 2HP
☎ 0908•230898
fax 0908 230865

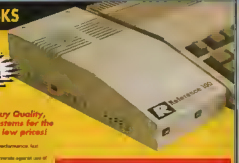
TECHNICAL SUPPORT ☎ 0386-40303
Monday to Friday, 10.00 - 5.00

1 YEAR WARRANTY ON ALL GOODS
[illegible] All goods subject to availability

AMIGA SOFTWARE

Digita Wordworth	£ [illegible]	MR Backup	£ [illegible]
Kind Words 3	£ [illegible]	AMOS	£ 37.[illegible]
Protext V5.5	£ 120.94	HiSoft Lattice C	£ [illegible]
Home Accounts V2	£ [illegible]	GFA BASIC Compiler	£ 24.95
Deluxe Paint 4	£ 79.[illegible]	Devpac 2.16	£ 44.[illegible]
Deluxe Video 3	£ 64.95	Workbench Management	£ [illegible]

A500 HARD DISKS



PRICE BREAKTHROUGH!

AT LAST... the chance to buy Quality, High Capacity Hard Disk Systems for the Amiga 500 at realistically low prices!

- ★ SCSI HARD DISK MECHANISMS for optimum performance, fast Access Time & Autoparking
- ★ Including its own DEDICATED PSU. CBM recommends against use of Hard Disks without independent power supply
- ★ Option for up to 4MB additional easy RAM EXPANSION using 'SIMMS'
- ★ COOL... by popular demand we have fitted a Cooling Fan!
- ★ GAME SWITCH allows Games to be loaded without disconnection
- ★ Includes SCSI THROUGHPORT at rear for further expansion
- ★ High quality metal casing, colour and stylematched to the Amiga 500
- ★ Includes MRBACKUP PRO as well as Configuration/Format diskettes

40Mb MODEL ONLY £229
100Mb MODEL ONLY £329
2Mb RAM Version: ADD £60 • 4Mb RAM Version: ADD £120

AMIGA 500 SOLDERLESS RAM UPGRADES

A500 512K RAM/CLOCK UPGRADE

ONLY £19.99 INC. VAT AND DELIVERY

ALSO WITHOUT CLOCK FOR ONLY £16.99

☆ CONVENIENT ON / OFF MEMORY SWITCH ☆ AUTO-RECHARGING BATTERY BACKED REAL-TIME CLOCK ☆ COMPACT, ULTRA-NEAT DESIGN

'A500 PLUS' 1MB RAM UPGRADE

THE *FASTEST* AND EASIEST WAY TO UPGRADE YOUR A500+ TO 2MB RAM!

Simply Plugs into trapdoor expansion area ☆ Increases total RAM capacity to 2Mb 'ChipRAM' ☆ RAM On/Off Switch ☆ Compact unit size ☆ Only 8 low power RAM IC's ☆ High reliability

ONLY £37.95

1.5MB RAM BOARD

UPGRADE TO 2MB FOR ONLY £82.99!

Fully populated board increases total RAM in A500 to 2Mb! ☆ Plugs into trapdoor area, & connects to 'GARY' chip ☆ Includes Battery-Backed Real-Time Clock ☆ Socketed RAM ICs on 512K / 1Mb Versions

Unpopulated RAM board with clock	£ 34.95
With 1.5Mb FASTRAM installed	£ 62.99

N.B. The expansion board requires Kickstart 1.3 to operate. Kickstart 1.3 upgrade available from us for £29.95

'MEGABOARD'

With our MEGABOARD, you can further expand your A500's memory to *a total of 2MB* without disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length)

CONNECTS TO YOUR 512K RAM UPGRADE TO GIVE 1.5MB

ONLY £42.99

MEGABOARD needs Kickstart 1.3 to operate (Kickstart 1.3 upgrade available from us for [illegible]). Installation requires connection to the GARY [illegible]. Easy to follow instructions provided.

A500 EXTERNAL 8MB RAM UNIT

- ☆ Throughport for further expansion
- ☆ Very low power consumption
- ☆ Style matched to the A500
- ☆ RAM access LED
- ☆ RAM test/run switch
- ☆ Available fitted with 2Mb, 4Mb, or fully populated with 8Mb
- ☆ Optional PSU (allows Amiga to power other devices)

Incorporating the latest 'ZIP' DRAM technology, our new External Memory Upgrade allows the A500 / A500+ to be upgraded by up to a further 8Mb of auto-configuring FASTRAM.

N.B. Any memory fitted to this unit is in addition to that on your machine already to a maximum of 8Mb on the external unit.

With 2MB fitted...£112.99 with 4MB...£159.99 with 8MB...£259.99

PARTIALLY POPULATED UNITS EXPAND TO 8MB WITH 2MB MODULES AVAILABLE SEPARATELY AT ONLY £[illegible] PER 2MB • OPTIONAL POWER SUPPLY £14.95

● EveshamMicros ● CALL US NOW ON (0386) 765500 ● CALL US NOW ON (0386) 765500 ● EveshamMicros ● CALL US NOW ON (0386) 765500 ● CALL US NOW ON (0386) 765500 ● EveshamMicros ●

Evesham Micros • NEW LATE NIGHT SHOWROOM OPENING UNTIL 7PM, WEDNESDAY TO FRIDAY

PRINTERS

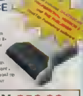
Prices Include VAT, Delivery and Connection Cable

ALL EVESHAM MICROS STAR PRINTERS INCLUDE
12 MONTHS ON-SITE WARRANTY

Star LC 20 Successor to LC 10 4 fonts 180/44cps	£129.99
NEW! Star LC 100 Entry level 9-Pin Colour 4 fonts	£1[illegible].03
Star LC 200 9-Pin Colour 4 fonts 180/45cps	£193.00
NEW! Star LC 24-100 24-Pin 5 fonts, 192/64cps	£1[illegible].23
Star LC 24-20 24 Pin 5 fonts, 192/64cps excellent features	£204.45
Star LC 24-200C Superb 24-Pin Colour 5 fonts 200/67cps	£2[illegible]
Automatic Sheet Feeder for 10" LC printers (pls state model)	£64.15
Star XB24-200 COLOUR 24-pin 80 col power printer	£368.95
Star XB24-250 132 column version of XB24-200	£4[illegible]

Citizen Swift-24E including COLOUR Kit	£2[illegible]
Hewlett-Packard Deskjet 500	£327.13
Hewlett-Packard Deskjet 500C (Colour)	£[illegible]
NEW **Hewlett Packard Deskjet 550 Colour**	£527.[illegible]
Canon BJ-10EX Inkjet Printer	£222.00
Epson LX400 budget 10" carriage 9-pin 180/25cps	£138.00
Epson LQ100 24 pin 180/60cps 8K buffer	£205.00
Panasonic KXP1124i uprated 24-pin model 300/100cps	£279.00
Panasonic KXP2123 good value 24 pin colour model	£2[illegible]

TOP VALUE 400dpi HANDY SCANNER



QUALITY SCANNING - AT THE RIGHT PRICE

At a genuine 400dpi scanning resolution the scanner produces truly superb quality scans. Has a full 105mm scanning width, variable brightness control and 100 / 200 / 300 / 400dpi resolution. **Daatascan Professional Version 2** scanning and editing software allows real-time scanning in either line art or in up to 64 simulated grey scales. Provides powerful editing features and excellent compatibility with most DTP and Paint Packages, eg. Deluxe Paint, Touch-Up. Also supplied is **The Publisher** Desktop Publishing package, ideal for incorporating your scanned images into flyers and newsletters.

STILL ONLY £99.99

TRUEMOUSE

300dpi RESOLUTION

WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, now with a 300dpi resolution. Amazing new price!

£14.99 SATISFACTION GUARANTEED

GOLDEN IMAGE OPTICAL MOUSE Amiga / ST compatible excellent travel+accuracy assured **NEW LOW PRICE!** £29.00

TRACKBALL

[illegible] any Amiga or Atari ST, plugs into mouse or joystick port. Super-smooth and accurate - you probably won't want to use a mouse again after using the Trackball! Full one-handed control. Top quality opto-mechanical design giving high speed and accuracy every time. No driver software needed!

ONLY £29.95

NEW! A500 ROM SWITCHER

SWITCHING BETWEEN VERSIONS OF KICKSTART ON YOUR A500 IS EASY WITH OUR NEW ROM SWITCHER!

You can improve software compatibility on your A500 Plus! By fitting our ROM switcher you can alternate between the Kickstart 2 already resident and another version of Kickstart ROM chip, giving you the freedom of choice. Fitting is very simple indeed and requires no soldering or special technical knowledge. Fitting allows two methods of switching: either by keyboard reset, or by an external toggle switch. N.B. Kickstart ROM not supplied. A500 Revision 5A boards will require circuit modification.

ONLY £24.95

Kickstart 1.3 ROM supplied separately	only £[illegible]
Kickstart 2.0 ROM supplied separately	only £[illegible]
A500 Revision 5A PCB Circuit Modification Service	£[illegible]

ZY-FI Amplified Stereo Speakers

REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS !

Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction to the full with this new design twin speaker system! Incorporates a built-in amplifier with separate adjustable volume controls for each speaker unit. Runs from PSU (supplied) or from batteries (not included).

Speaker Dimensions [illegible] (HxWxD)

ONLY £39.95

AMIGA 600 AMIGA 600

EXCITING NEW PACKS

• Built-in TV Modulator • Built-in IDE Hard Disk Controller • Kickstart 2 • 1Mb ChipRAM • Accepts Memory Cards

STANDARD PACK

Features Delux Paint • Exciting game title • 12 months on-site maintenance

ONLY £279.99

2MB RAM/CLOCK VERSION £314.99

EPIC PACK

Commodore's 20Mb Hard Disk version

ONLY £449.99

2MB RAM/CLOCK VERSION £484.99

WILD WEIRD WICKED PACK

Features Push-over • Grand Prix • Putty • Delux Paint III • 12 months on-site maintenance

ONLY £324.99

2MB RAM/CLOCK VERSION £359.99

4MB RAM CARD

For any A600... ....£149.00

Evesham Micros SPECIAL HARD DISK UPGRADED MODELS

We are now able to supply Amiga A600's with larger hard disks. We take a single drive A600 and install a high-supply 2½" IDE hard drive. All models are available with 2Mb RAM - please add £35.00

[illegible] installation is not covered by on-site warranty

	60Mb	120Mb
STANDARD PACK	£479.99	£599.99
WWW PACK	£524.99	£644.99

AMIGA 1200

KickStart/Workbench 3.0 • Fast 68020 processor • AGA chipset • CPU/DMA expansion port • PCMCIA expansion slot

£379.99

UPGRADE YOUR OWN A600 TO HARD DISK

Bring the benefits of a Hard Disk installation to your existing Amiga 600 with our easy to fit upgrades

60Mb	£229.00
120Mb	£359.00

NEW FROM Evesham Micros A600 1MB RAM/CLOCK UPGRADE

UPGRADE YOUR NEW A600 TO 2Mb WITH THIS SIMPLE PLUG-IN MEMORY UPGRADE!

- ☆ Simply Plugs into the A600's trapdoor expansion area
- ☆ Increases total RAM capacity of A600 to 2Mb "ChipRAM"
- ☆ RAM Enable / Disable Switch
- ☆ Battery-Backed Real-Time Clock

ONLY £39.99

ROCGEN GENLOCKS

OFFERING EXCEPTIONAL VALUE FOR MONEY, the Rocgen Genlocks offer levels of quality, function and sophistication not normally available in this price category

Genlock Plus

SPECIAL OFFER ROCGEN MK II INCLUDES HOME TITLER SOFTWARE FOR A500

GENLOCK MK.II	GENLOCK PLUS
ONLY £79.99	ONLY £119.99

PHILIPS 15" TV/MONITOR

With its dedicated monitor input, this model combines the advantages of a high quality medium resolution dedicated monitor with the convenience of remote control Teletext TV - at an excellent low price! Features dark glass screen for improved contrast plus full range 3-way speaker sound output

£269.00 including VAT, delivery & cable

Philips CM8833 Mk.II Monitor (Genuine UK version) Includes cable, 1 Year on-site maintenance and 'Lotus Esprit Turbo 2' game £229.00

ACCESSORIES

Add-on hard drive for A590 [illegible] power supply	
40Mb	£249.00
100Mb	£365.00
MIDI Interface connects to serial port	£18.95
Virus Protector fits to last drive in system, protecting all drives	£6.95
VIDI-12 Amiga video digitiser package inc. VIDI-Chrome	£[illegible]
Amiga 500 Dust Cover	£[illegible]
Amiga 600 Dust Cover	£4.95

PROFESSIONAL AMIGA REPAIRS

Fixed rate repair service includes disk drive faults.......£54.95

Please contact us on 0386-446441

Please note that we reserve the right to refuse any machine which is beyond economic repair

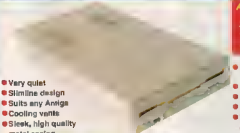
REPLACEMENT POWER SUPPLIES

Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

ONLY £39.95

Replacement Power Supply for A590 Hard Disk £48.95

3½" EXTERNAL FLOPPY DRIVES



AMAZING LOW PRICE !

£47.99

Including VAT & delivery

- Very quiet
- Slimline design
- Suits any Amiga
- Cooling vents
- Sleek, high quality metal casing
- Quality Citizen/Sony drive mechanism
- Enable / Disable switch
- Full 880K Formatted Capacity
- Long reach connection cable
- Throughport facility for addition of further drives

REPLACEMENT A500 INTERNAL 3.5" DRIVE KIT

Fully compatible with 1Mb unformatted capacity. Straightforward installation procedure. Kit includes full fitting instructions

ONLY £39.99

Evesham Micros • CALL US NOW ON (0386) 765500 • Evesham Micros • CALL US NOW ON (0386) 765500 • Evesham Micros •

Evesham Micros • NEW LATE NIGHT SHOWROOM OPENING UNTIL 7PM, WEDNESDAY TO FRIDAY

Canon's bubble jet printers have proved to be extremely popular with Amiga owners, particularly the BJ-10 and BJ-20 models. Lately, other peripheral manufacturers have been stealing some of the show. Jeff Walker asks whether Canon's new baby will put it back in the limelight.

The BJ-200s top graphics resolution is 360 by 360 dots per inch, higher quality than the more expensive 300 dpi DeskJets and LaserJets.

CANON B

THREE REASONS

There are three obvious reasons why bubble jets are liked so much they produce sharp results, they are inexpensive compared to other high quality ink jet printers, and there are specific Amiga printer drivers for them

But these low-end bubble jets are a bit slow, printing text at about 80 characters per second (cps) in high quality (HQ) mode, about 100 cps in high speed (HS) mode. Another drawback is that graphics printouts sometimes have a banded appearance – black or white horizontal lines every quarter of an inch or so, caused by every pass of the print head overlapping or underlapping the previous one slightly The extent of the banding often depends on exactly what it is you are printing, but these are faults you can forgive considering the low cost of the printers But wouldn't it be nice if text printed faster and if there was no banding?

The BJ-200 is the latest in Canon's monochrome bubble jet range Designed for desktop use, it weighs in at just over 6lb and measures a compact 13.7in wide, 7 6in deep 6 8in high

Sticking up at the rear of the printer is a cut sheet feeder that can take about 80 sheets. Ordinary A4 paper is fine, but the feeder is wide enough to take anything up to 9 5in wide so envelopes can be fed through it as well although the BJ-200 can only print a maximum of 8in across a page The feeder works with paper from 64 to 90 gms, manually fed individual sheets can be up to 105 gms

Overhead projector transparencies can also be used, but you need to feed sheets of this through one at a time

16-BIT POWER

The BJ 200 is the first of Canon's bubble jets to feature the new 16-bit processor and a control that actively seeks the next print position. The print head, which is part of the disposable ink cartridge (which lasts for about 1 4 million characters), has also been redesigned These new features have resulted in much faster text printing and greater accuracy with graphics dumps

In HS or 'draft mode the BJ-200 can whizz along at 248 cps, in HQ mode it can do 173 cps In real terms these figures mean that a page of 10 cp (pica) text printed in HS will come out of the printer in about 20 seconds – or three pages a minute to put it another way The same page in HQ mode wi take about 30 seconds to print. Graphics dumps take longer – the speed these print at is largely governed by the size and complexity of the graphic the speed of the printer driver, and the speed of the program doing the printing

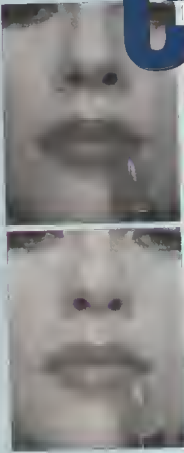
SUPER MACHINE

Something else that s new to the BJ-200 is SHQ mode – Super High Quality. This slows down the text output to 124 cps (about 40 seconds per page) and uses more ink, but the results are superb.

In HS and HQ modes graphics dumps are still slightly banded, although nowhere near as much as with earlier bubble jets In SHQ mode, however graphics banding is a thing of the past, even on ordinary 'bond' or photocopier paper The results on proper ink jet paper are stunning every bit as good as a laser printer, and in some cases arguably better

Better results are obtained when a printing program is in control of the graphics dump, instead of Workbench Printer Preferences I mean, which tends to produce very dark and muddy prints, especially of digitised or scanned HAM pictures Those same HAM pictures printed by *TurboPrint Professional* for example, come out superb, especially using one of the larger dither patterns

But the best results are from *Canon Print Studio* a program written specifically for getting th best from Canon s bubble jets The blue noise (random) dithers produce almost photographic results, although there is a little banding sometimes due to the 'tightness of the dither pattern n doubt. If you do get some banding, the print can b



Using the *Canon Print Studio* graphics printing program you are able to alter the dither pattern for the dump, plus fiddle with the brightness, contrast and gamma settings to get a clearer printout.

CU AMIGA
TOP RATED

BJ-200

aborted and another dither pattern selected – Halftone or one of the Diagonal dithers usually works best

Canon Print Studio doesn't come with the BJ-200, but you can get a version of it free from Canon on their Amiga Canon Drivers disk It's not the full version, but it works, although you do need Workbench 2 (or greater) If you want the full version the documentation tells you where to get it from, and as it is 'registered *shareware*' it only costs £15 Well worth the money

EXCELLENT EMULATIONS

The BJ-200 has two emulations – BJ 10 and Epson LQ In BJ-10 mode there are two typefaces available, Prestige and Courier, In Epson mode there are eight Roman, Sans Serif, Courier, Prestige, Script, Orator, Orator-S and Draft (this is basically the same set-up as the smaller BJ-20.) BJ-10 mode, using the Canon BJ-10 driver, is better for graphics printouts, Epson mode using an Epson 24-pin driver, gives you more text flexibility

A small control panel on the top of the printer enables you to select between HS, HQ and SHQ printing modes, as well as the normal Power Online and LF/FF switches

Typefaces and character sets are selected via dip switches which are positioned under a small cover to the left of the control panel. On the front of the printer is a cover or flap which pulls forward to allow you access to the ink cartridge Embossed on the inside of this cover is a guide to dip switch settings for both BJ-10 and Epson modes Without going anywhere near the manual I was able to set the switches various ways to get various results. It isn't difficult to do

A tray to collect the paper coming out of the printer pulls out from underneath it. When pushed in, this tray is neatly flush with the front of the printer Likewise, the sheet feeder is only about half the height of an A4 page, and a rest can pulled up from the feeder in order to support the full height of the paper.

The feeder also has a paper guide which slides left and right so that any width paper you put in (up to 9 5in) fits snugly

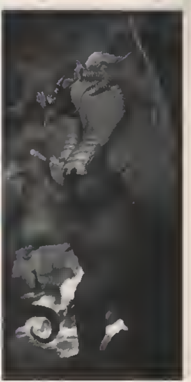
CONCLUSION

Although the BJ-200's recommended retail price is more than £400, I'm sure you'll see it selling for just over £300 The trick is to shop around Keep in mind that printers are not computer-specific, so it will be well worth investing in a current PC magazine to find a greater range of dealers

THE COMPETITION

The BJ-200 has no competition at this price in the ink jet market. The nearest rival is probably the DeskJet 500 at £499 (RRP). The big question prospective bubble jet buyers will be asking themselves is whether it's worth splashing out about another £100 for the BJ-200, or to save their money and go for the smaller, portable, BJ-20 (which can be run off a Ni-Cad battery pack) The main differences are in speed and print quality. The BJ-200 is much faster at printing both text and graphics – pages of BJ-200 draft text come out at a maximum of three per minute, whereas the BJ-20 can manage only about one page per minute – and the BJ-200 also prints better on ordinary photocopier (bond) paper. The only other differences worth noting are that the BJ-200s input and download buffers are slightly bigger, and that the BJ-200s cut sheet feeder can hold about 30 more sheets than the one that comes with the BJ-20

	BJ 20	BJ-200
RRP	£299	£399
Max Print speed	110 cps	248 cps
Max linefeed speed	100 ms	100 ms
Max text resolution	360 dpi	360 dpi
Max pfx resolution	360 dpi	360 dpi
built in typefaces	6	6
Auto sheet feeder	50 sheets	80 sheets
Ink cartridge life	700 000 HQ chars	700 000 HQ chars
Input buffer	37k	46k
Download buffer	34k	40k
Noise level	45db	40dB
Emulations	ProprinterX24e Canon BJ-130e Epson LQ-850	ProprinterX24e Canon BJ-10 Epson LQ-510



The larger the picture and the higher the output resolution, the longer a picture takes to print. But the results are always worth the wait.

With print quality as high as this picture there is no reason why the BJ-200 couldn't be used for a semi-professional newsletter. It could also be used for any small business operation where print quality is important but not vital.

CANON BJ 200

. . . at a glance

• Compact design • Works with the Canon BJ10 printer driver • 8 built-in typefaces • 248 cps text • 360 dpi graphics • Fabulous quality graphic printouts produced in SHQ mode with *Canon Print Studio* program • Long lasting ink cartridge (1+ million characters in HS mode)

Address: The Canon BJ-200 costs £399 plus VAT, but you should be able to buy it much cheaper than this if you shop around. Phone Canon (UK) Ltd. free on 0800 252223 for more details.

CANON BJ-200 £468.83

'Compact, solidly built, fast, quiet, exceptional quality printouts.'

EASE OF USE	90%
VALUE FOR MONEY	87%
EFFECTIVENESS	90%
FLEXIBILITY	85%
INNOVATION	70%
OVERALL	**93%**

FOOTBALL TACTICIAN 2

Widely accepled as the moet accurela football simnlation available. **FOOTBALL TACTICIAN 2** now offers even more powerful facilities which set if in a class of its own. New fealnres include

** Mnlti-user capability now increased to 46 with new rating aystam reflecting manager's ebility and achievementa*

** FA Premier Laague and Division One permanently in memory with fnll interaction, promotions, transfers, pley-offe tocat and European Cups*

** 900 playere accurately and meticnlonaly named with real ages, eptitudes, skills, pteying positions caps end market valuations in addition, all Enropean pleyara are aleo accurately defined*

** All 88 leagne raferees included with trne-to-life behavionr.*

** Built-in intnitive team editor, capable of entering new playere and fine-tuning up to 32 perametera Essentiat for the earious user*

** Uniqne database-type search facility plus comprehensive data link giving access to additionet accnrata historical information on eelectad playera This featnre may be further enhanced by the user himselt*

** More recording options up to 36 matchea alwaye recorded IN FULL for instant full-scete replay, plus enother 21290 match reaulta and leagna positions going beck 20 years, all instantly retnevable**

** Intelligent behaviour of compnter sides capable of changing tactics to respond to aitnation on the field or making eubstitntions based on fitness and fetigue*

** Three levels of commentary, from highlights only to ball by ball reporting. Plus mid-week tranefer and fitness news.*

** Friendlies top scorers charts, precise transfer markets, club history, financial position and much much more!*

FOOTBALL TACTICIAN is the first ever management game that includes strategy es an integral part of e successfnl campaign. Team selection, needless to say, remains a critical element Each player in your 20-strong squad ia now analysed in up to 20 different aspects, enabling you to select the side best suited for the match in hand And then to the BIG innovation of **FOOTBALL TACTICIAN:** full on-line real-time involvement dnring the match! For the first time ever you will as a manager, be able to alter your strategy : choose e defensive or offensive system, mark certain opponents, drop back some of your players if the pressure is tough, decide exectly when substitutione should be made, play the off-side trap, go for quick counters, etc... With full on-screen commentery and minute-by-minnte feed-back, you're as involved in tha match as any of your players! Yon will soon realise that this is no ordinary soccer manager THIS is the REAL THING You're in charge You manage your side before and dunng the match Nothing is left to chance Can you rise to the challenge? Try **FOOTBALL TACTICIAN** and prepare yourself for the ultimate football experience.

No known football game is more accurate! *FT2 is updated weekly, transfers, bids injuries are recorded es they happen If your football game still liete Des Walker at Nottingham Forest or Pant Stewart at Spurs then It isn't Football Tactician!*

And now FT2 SCOTLAND!

Bnilding on tha success of FT2 we are proud to annonnca the release of FT2 Scotland. Comprising the Scottish Premier League AND First Division, it hae all the unique cherecteristics of the original FT2, with of course the Scottish Cup, the SKOL Cnp and all European Cups. This version of FT2 ia the first ever qnality game covering Scottish Football

Please rush 1 copy of

FOOTBALL TACTICIAN 2 *(one meg required)* **£22.95** ☐

FOOTBALL TACTICIAN 2 (Scotland) *(one meg)* **£22.95** ☐

Also available

FOOTBALL TACTICIAN 1 *(half-meg mechines)* **£16.95** ☐

FOOTBALL CHALLENGE *(the beet soccer qniz)* **£9.95** ☐

I own an AMIGA A500/A500+/A600 ☐ ATARI ST/STE ☐

Name

Address

I enclose cheque for My Visa number is

Visa or Access orders some-day despatch Overseas please add £1 p&p

TALKING BIRDS 0702 523607

5 Minster Close Rayleigh Essex SS6 8SF

FIVE-STAR SOFTWARE

90p EACH

BELOW IS ONLY A SMALL LIST OF 1500 + DISK

WIN NINTENDO GAME BOY

FREE ENTRY WITH EVERY ORDER.

ANY PACK ONLY £5.95 + FREE P & P

1 30 GAMES PK 1
2 30 GAMES PK 2
3 C64 + 70 GAME
48K SPECTRUM +40 ORIGINAL GAMES
6 COMP DISK UTILS
7 HOME BUSI PK 1
8 BUSINESS PK 2

LATEST: 40 LSD CHEAT DISKS PACK WITH THOUSAND'S OF GAMES SOLUTION.

FULLY DETAILED IN CATALOGUE DISK A MUST FOR ALL GAMES PLAYERS.

GAMES

G050	+AMIGA GAMES
G039	•ATIC ATAC
G041	•BREAK OUT CON
G043	CAVE-RUNNER
G047	+CASTLE
G053	+GREY SLAYER
G056	HUGO (2D) Brilliant
G059	JET MAN
G061	+STARTREK (3D)
G071	QUIK AND SILVA
G077	+JEOPARDS
G078	+MIDDLE EAST MADNESS
G081	STAR TREKING
G082	THE SIMPSONS
G083	+DOWNHILL CHALLENGE
G094	+RETURN TO EARTH
G095	+[illegible]
G099	+MAYHEM
G100	WIZZY QUEST
G102	+PIPELINES
G106	+DRAGONTILES
G112	CUBULUS
G138	•PETER QUEST
G143	•AMOS COIN DROP
G163	SKATE-TRIBE
G171	•AMIGA GAME PK *
G172	+DUNGEONS OF DURIAN
G190	+ICE RUNNER
G193	WHEEL OF FORTUNE
G196	+MITEOR
G197	WALKO III IN WONDER
G210	+SCRUM EATERS
G217	+CRAZY SITE
G218	LAZER-ZONE
G225	+ROME
G223	+DRAGON-CAVE
G240	+QUADRIX
G244	WTEX (brilliant)
G250	+[illegible] 92
G259	+ALIEN NET WORK
G269	+MENTAL IMAGES (2D)
G272	TANK BATTLE
G274	MR DUG
G294	+GRAND PRIX SIMULATOR
G29-	BOULDERDASH (ORIGINAL)
G298	LEMMINOIDS
G299	+E TYPE
G311	SPIDER-MAN
G313	+MEGATRON
G316	+GALATIC
G320	+GHOST SHIP
G328	+MEGA GAME COLLECTION
G329	MADONNA SLIDE PUZZLE
G330	+THE SECRET
G331	GRAVITY
G334	+DONKEY KONG
G335	+CRAZY SUB II
G338	+ MANIC MINER

GLAMOUR

Y001	+SHOWTIME GIRLS*
Y008	+BODYTALK (2 disks)
Y005	+PARTY GAMES
Y009	+MARIA WHITTAKER
Y024	+SABRINA SPECIAL
Y026	MADONNA THE EARLY DAYS
Y027	+PICTURE PUZZELS
Y029	•KATHY LLOYD*
Y030	•MEGA MAID*
Y031	+CALENDER GIRLS
Y032	+MAYTALK
Y033	+[illegible] (I + II) (40)
Y039	+[illegible] MOVIES 2*
Y043	+GIRLS OF SPIRIT
Y044	BETTER LATER THAN NEVER
Y048	+PLAYBOY
Y049	+PAGE 3 GIRL

CLIPARTS

CA01	+ CLIP ART PACK I (100)
CA15	+ PS CLIP ART PACK II
CA20	+ [illegible] BEDLAM CLIP ART (30)
CA24	+ DISNEY CLIP ART
CA23	+ VIDEO CLIP ART
CA26	+ COMIC CLIPART
CA11	+CLIPART (30)

DEMOS

D001	SPACE-ACE
D002	DRAGON LAIR II
D003	•ALPHA-OMEGA
D004	NORTHSTAR ACID DEMO
D006	+TURTLEMANIA
D007	EVIL DEAD (1 mb)
D011	+MULTITASKING
D018	SINGING [illegible]
D022	+ASIA GHOSTWRITER
D031	RAY OF HOPE II
D032	+ADEX PREVIEWS I
D033	+PHILOMENA
D042	SIMPSONS MEGADEMO
D048	+ALCATRAZ (3D)
D049	DARKNESS II
D050	PINK FLOYD THE WALL
D072	+[illegible]
D079	ANARCHY SYSTEM VIOLATION
D081	+STAR WARS DEMO (2D)
D087	+[illegible] (3A)
D105	ANARCHY DIGITAL INOV
D111	HARDWIRED [illegible]
D114	DEATH-STAR MEGADEMO
D113	STAR TREK MEGA DEMO
D139	1911 VOYAGE
D164	+CREATIVE COMFORT DEMO
D144	+TOP GUN DEMO
D165	+SILENCE OF THE LAMB
D170	+TERMINATOR II DEMO
D172	CYPRUS [illegible] TRIP

ANIMATIONS

A011	+WALKER 1&2 (2D)
A004	+PORKY PIG (1MB)
A005	+FILLET THE FISH
A007	+FRANKLIN THE FLY
A008	+TROY (1MB)
A010	SCRIPT ANIMATION I
A017	+ROTATING WOMAN
A018	•SPACE PROBE
A014	IRAQ DEMO
A019	•MAN IN THE MIRROR
A022	LUXO TEENAGERS (1MB)
A025	+COOK COUGAR (1MB)
A037	BLOODSTORMS (1mb)
A038	+THE FROG ANIMATION
A041	+REAL THINGS-BIRD 1&2
A049	BUSY BEE (1mb)
A053	+STEALTHY II
A054	+THE RUN (1MB)
A056	+JUGGLETTE II (1MB)
A059	+POGO (1mb)
A068	+[illegible] (1mb)
A070	+DONALD DUCK
A071	+SPLODGONGE
A072	+LIFE A BITCH II
A073	+ITS MENTAL III
A106	SPACE ANIMATION
A108	+ANOTHER WORLD 1&2 (2D)
A129	CHAOS ROCK
A131	OPTIMUM PRESSURE CRUISE
A138	+BYTES III
A150	+MADONNA SLIDESHOW
A151	+TOP GUN
A152	DIRTY ART MAN
A153	+GULF TRIBUTE
A154	THUNDERBIRDS
A155	•ROCK ALBUM
A156	+WATER-SLIP DOWN
A158	GARFIELD [illegible]
A170	EVIL DEAD II (2D)
A171	•HELL RAISER II Slideshow
A174	+FANTASY SLIDE SHOW I
A176	FRASION FUTURE SHOW
A177	+YABBA DABBA DO 35
A178	+KIM WILDE SLIDESHOW
A183	+TOTAL RECALL
A187	+PEARL OF THE DEEP (2D)
A190	TERMINATOR II (2D)
A195	REAL ROBOTS
A200	+MARS FLIGHTS
A202	• FRACTAL ANIMATIONS
A206	+NEW LEMMINGS
A208	THE LADY AND THE TRAMP
A215	+MADONNA SLIDE SHOW
A226	+NEW VIZ SLIDE SHOW
A228	DOCTOR WHO SLIDE SHOW
A230	+TOO MUCH 3D
A231	+ALIENS SLIDE SHOW
A232	+THE BEACH FIGHT I & II

EDUCATION

E001	+KIDS PAINT
E002	COLOUR IT
E003	+TREASURE SEARCH
E004	+LEARN & PLAY I
E005	+LEARN & PLAY II
E006	+SPANISH TRANSLATOR
E007	+EDUCATION GRAPHICS
E008	+MR MEN
E009	+[illegible]
E010	SIMON & SPACE MATHS
E011	+[illegible] SET (6)
E019	+DINOSAURS
E020	WORLD DATABASE
E021	+STORY LAND II
E022	LANGUAGE TUTOR
E023	+TALKING COLOURING BK
E024	+EASY SPELL II
E025	+SCRABBLE
E026	•WORDS
E027	+OSWALD
E028	+AMIGA ASTROLOGY (2D)
E030	EVOLUTION
E031	IQ TEST + 10 GAMES
E033	+KEYCLICK II
E035	+CHESS HELPER
E036	BASIC TUTOR

MUSIC

M001	+BEASTY BOYS
M002	+MR REAL IN ACTION
M003	DO THE BARTMAN
M004	DAVID BOWIE
M005	+[illegible] TUNES
M006	•BAT DANCE REMIXED
M007	PET SHOP BOYS
M009	ACID MEGA DEMO
M015	+DIGITAL CONCERT (2-4)
M020	+[illegible] (2D)
M025	+MONEY FOR NOTHING
M027	+[illegible] (2D)
M031	+BETTY BOO (2D)
M032	+IRON MAIDEN
M040	AMAZING TUNES (3D)
M076	+POPEYE
M077	HALLOWEEN (2D)
M082	+BEYOND 2000
M096	+PROJECT TECHNO (2D)
M118	AMIGA CHART III
M130	•TIFFANY
M133	+X MAG MUSIC COLLECTION
M154	+KYLIE [illegible] (2D)
M143	+CD PLAYER
M138	DOCTORING THE TARDIS
M171	+MADONNA (Vogue)
M175	+JANET-JACKSON

UTILITIES

U000	WORK BENCH 2.4 EMULATOR
U001	•A-GENE (1.0)
U010	+AMIGA SYSTEM TESTER
U022	BOOT BLOCK UTIL
U023	+BANKING
U024	+D-LOCKS
U029	CAN DO (Hobby Language)
U030	COLOUR [illegible]
U037	CHECK BOOK ACCOUNTANTS I
U053	+DISK MAG CREATOR
U059	+DISK SALVAGE 1.4
U069	+FLEXI BASE
U071	GAMES MUSIC CREATOR
U073	+HARDWARE KNOW HOW
U091	+MED 3.1
U094	MASTER VIRUS KILLER 2.1
U111	+DATA BASE WORKSHOP (2D)
U116	+TEXT-ENGINE
U130	BUSINESS CARD MAKER
U144	+AMIGA FOX DTP
U145	+XCOPY PROFESSIONAL
U148	C-MANUAL
U150	+WORK BENCH HACKS
U160	+[illegible] BUSINESS LETTER
U162	SUPER-C
U170	+BIORHYTHMS V4.II
U186	+ULTIMATED DISK CREATOR
U191	+SID II
U193	+AMIBASE PRO II
U194	+[illegible]
U220	+AMOS PAINT
U222	+GRAPHIC UTILITY I (3D)
U225	AUDIO SOUND TOOL
U226	50+ MUST USE UTIL
U229	+SLIDE SHOW CONSTRUCTION KIT
U231	•THE GAME TAMER
U237	8 CHANNEL SOUND TRACKER
U242	+EXPLODER 4.II
U248	+VIDEOTOOLS (3D)
U254	+FRACTAL UTIL
U257	DISK CRUNCH Compilation
U260	SUPER TLR (Modes Software)
U261	+[illegible] WORKBENCH HACKS
U262	+LAND BUILDER
U264	+COPY & CRACK TOOLS
U265	WINDOW BENCH (2U)
U267	+P C PASCAL language (2D)
U268	+DOS 2 PRINTER UTILITY
U290	•[illegible] EXPLORER - database
U291	PHIL DEMO MAKER professional
U296	STARS UTILITY
U293	+SOUND WORKSHOP (2D)
U295	MIDI MADNESS
U297	+VISICALC
U300	+MESSY SID II
U301	+AUTO DISK LOADER
U302	SPACE WRITER
U311	+POWER LOGO LANGUAGE

FONTS

U300	+ PAGESTREAM FONT I (60)
U311	+ PAGESTREAM FONT II
U320	+ DELUXEPAINT FONT (40)
U325	+ FANCY FONTS
U327	+ DYNAMITE FONTS
U330	+ FONTS AND SURFACE
U331	+ EXILE FONT
U342	+ PS CG FONT (10)
U343	•BIT FONT & LOGO
U347	• DELUXE PAINT SEXY FONT

SAMPLES

U402	+ SAMPLES ST I (100)
U411	+ SOUND TRACKER II
U422	+ NOISE TRACKER II
U430	+ ST INSTRUMENT BANK 1
U436	+ ST INSTRUMENT BANK 2
U437	+ ST INSTRUMENT BANK 3
U438	+ ST INSTRUMENT BANK 4
U450	+ MEGA MODULES (I

LATEST, SPECIAL PACK

101 Games Collectiou Pack	£15.
101 Music & Demo Pack	£15.
Educatiou & Games Pack	Only £12.
Intro to PD Pack (ideal for new owner)	£10.

FREE GAME WITH CATALOGUE DISK

REVENGE.M. CAMEL

& REVIEW OF 1500+ DISKS
FREE PRINTED ORDER FOR
SEND 60P OR 3 FIRST CLASS
STAMPS FOR THE LATEST
CATALOGUE DISK.

RS DEMO MAKER 1 & 2
(9 DISKS) COMPLETE R S D
COLLECTIONS £9 + FREE P & P

(+) = A500/600 COMPATABLE

ALL ORDERS SAME DAY DESPATCH

ORDERS OVERSEAS WELCOME

ADDED 25p PER DISK (EUROPE)

50p WORLD WIDE (2D) = 2 DISKS

T-BAG & FRED FISH COLLECTIONS

90p per Disk Please add 60p for P&P

CHEQUES or P.O PAYABLE TO: FIVE - STAR PD

(DEPT CU3)
48 NEMESIA
AMINGTON
TAMWORTH
B77-4EL
ENGLAND
TEL: 0827 - 684

TO BOOK THIS SPACE CALL

MICHELLE

TINA

BECKY

ON

071 972 6700

LOWEST PRICED TOP QUALITY RIBBONS

	1 off	2+	5+
Amstrad DMP 2000/3000	2.80	2.65	2.45
Amstrad DMP 4000	3.66	3.51	3.31
Citizen 120D/LSP10/Swift 24/9	2.85	2.70	2.50
Citizen Swift 24 Colour	12.81	12.66	12.46
Commodore MPS 1220/1230	4.50	4.35	4.15
Epson LQ400/500/800/850	3.45	3.30	3.10
Epson FX/MX/RX80/FX/LX800	2.90	2.75	2.55
Epson FX/MX/RX100/FX/MX1000	3.36	3.21	3.01
Epson LX80/86/90	2.12	1.97	1.77
NEC Pinwriter P2200	3.03	2.88	2.68
Panasonic KXP1123/1124/1140	3.46	3.31	3.11
Panasonic KXP1080/1180/90/1592	2.89	2.74	2.54

	1 off	2+	5+
Star LC10/20 Black	2.29	2.14	1.94
Star LC10/20 Colour	6.00	5.85	5.65
Star LC200 Black	3.00	2.85	2.65
Star LC200 Colour	9.78	9.63	9.43
Star LC24-10/200 Black	2.86	2.71	2.51
Star LC24-10/200 Colour	9.63	9.48	9.28

Canon BJ 10 Inkjet Cartridge	Original 17.54 each
HP Deskjet Cart. (Double Cap)	Original 21.79 each
Canon BJ 10 Refill (Twin Pack)	11.00 each
HP Deskjet Refill (Twin Pack)	11.00 each

Ring for ribbons, inkjet cartridges and inkjet refills not listed

Ring us and we will beat all other prices

0543 250377 Ring us or send cheques to. 0543 250377

Owl Associates, Dept 30, Owl House,
5 The Brambles, Lichfield, Staffs WS14 9SE
ALL PRICES INCLUDE VAT & DELIVERY

E & OE

SOFT SWAP

WE BUY AND SELL ALL TYPES OF SECONDHAND GAMES

HUNDREDS OF TITLES IN STOCK FROM OLD TO NEW E.G.- RISKY WOODS, MONKEY ISLAND 2, ETC....

Phone Between
6pm - 10 pm Weekdays
☎ 0732 872261

Write to
SOFTSWAP
P.O. BOX 124
WEST MALLING
KENT ME19 5RN

WE ARE OPEN ALL HOURS

9am-10pm Mon-Sat
10am-6pm Sun

HARDWARE

A600 + Joystick + mouse mat	£294.00
A500 Plus & Software	£349.00
A1500 & Software	£565.00
1084S Monitor	£199.00
GVP series 2, Hard drive 52 Meg	£350.00
1 Meg sims	£90.00

Phone for 2000 & 3000 prices.

ACCESSORIES

Amiga Int drive	£49.00
Cumana Ext drive	£54.00
Zydec Ext drive	£49.00
512K upgrade with clock	£23.50
512K upgrade no clock	£17.00
1.5 Meg upgrade with clock	£79.00
1 Meg Amiga plus upgrade	£37.00
8 Meg fast ram, 4 Meg populated	£169.00

PRINTERS

Star LC-20	£128.00
Star LC 24-20	£195.00
Star LC 100 Colour *new.	£165.00
Star LC200 Colour	£189.00
Star LC-24-200 Colour	£269.00

JOYSTICKS

Quickshot II	£6.50
Python Micro Switched	£8.00
Speedking Autofire	£10.50
Competition Pro 5000 Black	£11.90
Maverick Autofire	£12.95
Zipstick Autofire	£12.95
Intruder	£21.50
Aviator Flight Sim	£23.50
Jet Fighter	£12.99

DISKS with labels

Unbranded Bulk 100% Certified

3.5" DSDD	37p each
3.5" Rainbow	44p each
3.5" DSHD	50p each
5.25" DSDD	28p each

Branded Disks

3.5" DSDD	45p each
3.5" Labels per roll of 1,000	£6.50
3.5" Tractor feed per 1,000	£8.50

Please phone for bulk purchase discounts

STORAGE BOXES

10 capacity	£0.95
NEW 200 Cap box stackable/lockable	£16.50
50 capacity lockable	£3.95
100 capacity lockable	£4.50
80 cap Banx stackable/lockable	£7.99
150 cap Posso stackable/lockable	£15.00
250 cap stackable/lockable	£18.99

Most of the above available in 3.5" and 5.25"

LOOK! LOOK! LOOK!

TRACTOR FEED DISK LABELS

500 plain white labels & software to print your own professional labels

Only £9.95

SPECIAL OFFER

1000 labels with software **£13.50**

MISCELLANEOUS

Mousehouse	£1.60
Mouse Mat	£2.50
Disk Drive Cleaner	£1.80
Amiga Dust Cover	£3.50
Monitor Dust Cover	£3.50
Mouse/Joystick Auto Shift	£14.95
Amiga Light Pen & Software	£32.00
Optical Mouse	£32.00
Squik Mouse	£14.90
Naksha Mouse & Accessories	£22.00
Zy-Fi Amplifier & Speakers	£37.95
Thumb & Finger Trackerball	£19.99
Crystal Trackball	£32.00
Action Replay Mark III	£57.00
Techno Sound Turbo Sampler	£32.00
2 Piece Printer Stand with tray	£5.70
Midi Master	£26.00
Wordworth 1.1	£77.50
Tilt/Turn Monitor Stand	£8.50

Orders by phone or post to:

DIRECT COMPUTER SUPPLIES

0782 - 311471	Anytime
0782 - 642497	9am - 5.30pm week
0630 - 653193	Evening/Weekend

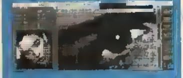
54 Spring Road,
Longton,
Stoke-on-Trent,
Staffs ST3 2PX

Prices include VAT
Postage please add £3.30
We accept cheques/
P.O.'s/Visa/Access

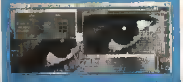
What's small, oddly-shaped and fits in the palm of your hand? Calm down, it's only a scanner. Jeff Walker investigates.

DaataScan Pro 3.01

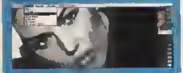
Sometimes scans come out too dark (left), but with the help of DaataScan's Lighten feature you can bring out the detail



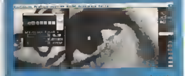
The Master Page gives you a reduced approximation of the image and makes it easy to drag out large Current Areas. After scanning your photograph the next job is to convert it to grey



Any part of the image can be cut or copied to the clipboard where it can be rotated, flipped or resized. The complex patterns produced by scans of photos don't reduce well.



In the greyscale editor you can lighten or darken the image, crop the part you are interested in or have some fun with the drawing tools.



You can change the palette to create pseudo colour pictures. The Zoom levels can help with colouring in fiddly bits.

THE COMPETITION

The quality of the greyscales produced by DaataScan 3.01 easily equals those produced with the current versions of the two rival hand scanning systems, AlfaScan Plus and Power Scanner. All three scanners are constantly being enhanced and upgraded, so we can be sure of better things to come

IT'S CHANGED

The DaataScan Professional screen has been rearranged slightly for this latest version of Pandaal's hand scanning system. The tool bar is now on the right of the display, and the Master Page no longer opens on startup. At the foot of the tool bar is an icon that enables you quickly to choose a scanning resolution from 100 to 400 dpi. The page size can be changed in the Settings requester – A4, A5 and A6 buttons are provided, or you can type exact measurements. The largest size allowed is 48in by 48in, which at 100 dpi requires almost 3Mb of memory.

The reason you set a page size is so that you can scan many images directly on to a single page, and subsequently save or print the whole thing. Scanning at 300 dpi, an A4 page requires about 1Mb. You may scan directly on to this page, in which case it will overwrite everything that is already there, or you can scan to the Current Area, which is a rectangular portion of the page you have marked by dragging out a box or by entering exact position and dimension figures into gadgets in the Master Page requester. Whatever you scan into the Current Area overwrites anything that is already on the page within the bounds of that Current Area. In this way you can create exact size pages with images in exact positions on the page.

WIDE IMAGES

The widest image you can scan is 4.13in, which is the width of the scanning head. The bigger you set the scanning area or page, and the higher the scanning resolution you choose, the more memory you need. If you don't have enough, DaataScan Professional will restrict your choice of size and resolution combination.

The big change to version 3.01 of the software is the Greyscale Editor. After converting a scan of a photograph or coloured illustration to 16 shades of grey, you are thrown directly into this new feature. As the black and white dither is converted to grey, the image in the Greyscale Editor is updated in real time. The left-hand portion of the editor contains your greyscale picture, while on the right is a tool bar that has some simple drawing tools and a colour selector.

The really fun stuff is in the Settings menu. In here is the Change Palette option, which puts up a requester that lets you change the shades of grey to any 16 colours you like. With the aid of the drawing tools and a little time and patience, it's quite easy to turn a 'boring' greyscale into a fairly pleasing colour picture. The drawing tools provided are Pencil (freehand), Line, Rectangle, Polygon and Ellipse — the shapes can be filled or unfilled. The Undo button in the tool bar comes in handy when you make gaffs, but it only undoes the last drawing function performed.

Ah yes, and there's a Text tool, something no other Amiga hand scanner software has. Any font in your FONTS: directory can be selected and typed directly on to the image, in any colour.

You can print your images directly from the Greyscale Editor. A print size of 100% is the default and there are buttons for 25%, 50%, 75% and 200%.

CONCLUSION

DaataScan Professional has come on in leaps and bounds since the first version and now forms the basis of a seriously professional piece of software. I hope the developers continue to develop it, with particular reference to the new AA chipset, which means that images produced with this scanner head can now (in theory) be converted and displayed in 64 shades of grey.

DAATASCAN

...at a glance

- Uses as little memory as possible
- Maximum page size 48in by 48in
- 100-400 dpi resolutions
- Produces line art and 16 greyscale scans
- Built-in greyscale editor

Address: Pandaal International Ltd, Enterprise House, Old Ford End Road, Bedford MK40. Telephone: 0234 327422.

DAATASCAN PRO 3.01 £89.9

'Now a real force in hand scanning is within your grasp.'

EASE OF USE	95%
VALUE FOR MONEY	90%
EFFECTIVENESS	80%
FLEXIBILITY	60%
INNOVATION	60%
OVERALL	**89%**

MEMORY UPGRADES

1MB RAM for A600
Gives 2Mb CHIP MEM - Ultra low power design. Battery backed up clock. Low component count for maximum reliability (1Mb) **£37.95**

CORTEX 8Mb RAM for AMIGA A500/A500plus/A1000 - The **ONLY** RAM upgrade approved by Commodore UK **Amiga shopper best buy.** (Warranty remains intact) Zero wait states. Through port. Compatible with A590 and all major hard disks. Uses 1MB SIMMs. Includes RAM test software

2MB **£178** 4MB **£227** 8MB **£325**

CORTEX ½ Mb RAM for A500
Essential A500 upgrade - 1Mb Amiga is now standard. Lower power 1Mbit DRAM. Latest technology high quality components. 'Fatter Agnus' compatible for 1Mb CHIP MEM. Low profile enable/disable switch
£14.95 (with clock **£19.95**)

CORTEX 1Mb FOR A500 plus
Gives 2Mb CHIP MEM. Ultra low power design. Low component count for maximum reliability
1MB **£27.95**

GVP 8Mb RAM for A1500/A2000
Zero wait states. Uses 1MB SIMMs. 2, 4, 6 or 8Mb configurations
2MB **£142** 4MB **£191** 6MB **£240** 8MB **£289**

CORTEX ROM SHARERS

Essential upgrade for all Amiga owners. Enables safe and easy switching between 1.3 & 2.04 Kickstart ROMS **£14.95**
(as above with external slide switch. Ideal for A600) **£9.95**

GVP IMPACT SERIES II HARD DISK WITH RAM (A500HD8+)
52Mb Hard disk system with up to 8Mb of RAM, Factory-fitted Quantum Pro-drive, 11ms access. Uses 1MB SIMMs (See RAM CHIPS section for prices) Game switch (hard drive disable) and power supply.
(40Mb drive) **£272** (120Mb drive) **£409**

GVP A530 TURBO HD
40Mhz 68030EC accelerator. Optional maths co-pro. Up to 8MB 32Bit 60ns RAM! Quantum Pro Hard Disk
1Mb RAM Fitted! For Extra Memory see RAM CHIPs
52Mb **£639**
120Mb **£729**

REFLE
TECHNO

WE GUARANTEE YOU CAN'T BUY CHEAPER!
Reflex will match any genuine price offered by one of our U.K. competitors on goods that are in stock on a like-for-like basis. This offer applies at the time of purchase only and does not apply to prices offered in sales of bankrupt stock, clearance or closing-down sales

All products shipped sameday where possible. Allow 14 days for delivery if ordering by cheque. Make cheques/PO's payable to Reflex. All major credit cards accepted

2 YEAR GUARANTEE All products bearing the Cortex brand name carry a 2 year guarantee. Other products in this advertisment carry a 1 year guarantee.

DELIVERY CHARGES: £2.95 for orders less than £100 (Recorded Delivery) £7.00 for orders over £100 (Insured next day courier)

UNIT 323, QUEENS DOCK COMMERCIAL CENTRE, 67-83 NORFOLK STREET, LIVERPOOL L1 0PG. TEL: 051 708 5588 FAX: 051 707 2370

ENHANCED CHIPS

CHIP SET (E.C.S.) UPGRADES

8372A Fatter Agnus..	**£29.95**
8373 Super Denise	**£25.95**
V1.3 Kickstart ROM	**£26.95**
V2.04 Kickstart ROM	**£29.95**
MegaChip 2000 with Super Agnus (allows 2Mb Agnus to fitted to A500/1500/2000)	**£192**

RAM CHIPS

1Mb x 8 bit SIMMs (for CORTEX, GVP etc). each	**£24.50**
4Mb x 8 bit SIMMs (for GVP etc) each	**£89.00**
4Mb for GVP A530 32bit 60ns SIMM each	**£179.50**
256 x 4bit DIPs (for A590, 2091, ICD etc) each	**£3.00**
1M x 1bit DIPs (for older A2000 cards) . each	**£3.00**
1M x 4bit Static-Column Mode ZIPs (for A3000) each	**£17.95**

SPECIAL OFFER

CORTEX 1Mb FOR A500 plus
Gives 2Mb CHIP MEM Ultra low power design. Low component count for maximum reliability.
1Mb **£27.95**

NEW **A600 SMART CARDS**
PC MCIA format (credit card) Memory for A600.
2Mb **£119.95**
4Mb **£149.95**

Excellence! 3.0

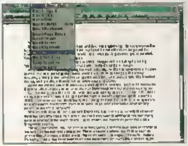
Choosing the perfect wordprocessor becomes harder as more appear. To help you choose, Jeff Walker goes head to head with the latest upgrades for two of the best.

EXCELLENCE! 3.0

Micro-Systems Software have responded to the many criticisms that were levelled at version 2 of *Excellence!* with a complete redesign and a number of additions and enhancements. But have they done enough?

BOOT UP

The new version comes on three disks. None of these is a Workbench disk, so you are required to boot from your own copy of Workbench. No special setting up is needed, apart from installing the few supplied fonts on to your boot (Workbench) disk, achieved by double clicking an InstallFonts icon, and this is only necessary if you intend to use a PostScript printer.



Excellence! is able to generate and index and table of contents for your document

So it's boot from Workbench, in with the *Excellence!* disk, double click its icon, and after a short delay while the program loads, you are presented with a pleasant looking screen with an open document ready for you to type into.

Initially, the program loads on an 8-colour Hi-Res screen, but this can be altered from the Preferences requester. You have the choice of 2, 4, 8 or 16 colours, a Display Configuration section lets you choose screen modes from Hires, Hi Res-Interlaced, Productivity or A2024. Screen colours can be changed to suit, including the colours used for window borders and details.

Changes made in Preferences and then Saved are not recognised unless all documents are closed when you make the changes, or until you quit and restart the program. Only one set of preferences can be saved, and the settings in this file are used on start-up.

FACING THE FACTS

For its screen display *Excellence!* uses standard Amiga bitmap fonts. Workbench 2 and 3 users are able to select any font in any size, because those versions of the Amiga operating system are able to rescale fonts 'on the fly', but Workbench 1.3 users are restricted to only those sizes actually on disk in the FONTS: directory.

The Compugraphic typefaces supplied with

WORDWORTH 2

At the more expensive end of the scale the long awaited *Wordworth* update from Digita has arrived.

FIRST VERSION

The first version of *Wordworth* received mixed reviews. While it had many advanced features and produced good output, some features, especially the printing facilities, were confusing and difficult to learn. Digita has addressed these problems, and more, in the version 2 release.

The original *Wordworth* supported Amiga bitmapped fonts and many typefaces that were resident inside particular printers, version 2 still supports these, plus ColorFonts and Compugraphic fonts or 'Intellifonts'. Amiga bitmapped fonts and ColorFonts (many-coloured bitmapped fonts, just like the ones *Deluxe Paint* uses) are printed at their screen resolutions, which is about 75 dots per inch. Consequently, they look jagged and rough around the edges, but that's bitmapped fonts for you. Intellifonts, on the other hand, are scalable and, when handled correctly by the program (and *Wordworth 2* does handle them properly), can be output at the highest resolution your printer is capable of. Even on 9 pin printers the output quality is significantly better than with Amiga bitmap fonts.

The price you pay for this quality is memory and speed. *Wordworth 2* requires 1.5Mb of memory, anything less and it won't load. Intellifonts, especially in large point sizes, use lots more memory, and if the documents you want to produce are the kind that feature pictures and smooth text in different typefaces and sizes, then 3Mb of memory is probably a more comfortable figure.

The program comes supplied with 17 Intellifonts. It can use the ones that come with Workbench 2, and it can use the *Professional Page* type of Compugraphic fonts, which means it'll work with those hundreds of PD Compugraphic fonts you may have seen advertised.

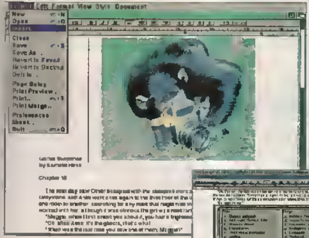
Because the files are so large and need to be accessed regularly, Intellifonts can be a little awkward to use from floppy disk, but if you've lots of memory it is possible to have a fonts directory in RAM:, which cuts out all the disk swapping. But the only way to speed up the time it takes to print documents set in Intellifonts is to buy an accelerator. On a standard Amiga 500 expect a page to take half an hour to print on a standard 24-pin printer.

PRINTER SUPPORT

Wordworth's strongest point is arguably its printer font support. It knows about many different typefaces that are resident in many popular printers – 172 of them according to the manual. It comes with screen fonts for the typefaces in printers like DeskJets, LaserJets (including PostScript), bubble jets, and many of the Epson compatible 24 pin and 9-pin dot-matrix printers. You can use these typefaces freely in any document.

Wordworth's graphics facilities are nothing

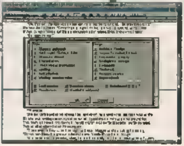
vs Wordworth 2


Edit Format View Style Document
New
Open
Insert
Close
Save
Save As
Revert to Saved
Revert to Backed
Undo
Page Setup
Print Preview
Print...
Print Merge...
Preferences
About
Quit
Chapter 18

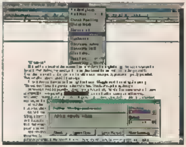
Graphics can be mixed with text, but they can only be inserted at the current cursor position. See that long black line to the left of the graphic? That's the text cursor, which is now about four inches high! Had I inserted the graphic lower down the page there would a four inch gap between lines.

Workbench 2 and 3 can also be used, and PostScript printer owners are provided with Courier, Helvetica Times and Symbol screen fonts that will utilise the fonts of the same name in their printers If your PostScript printer has more fonts than this and you want to use them, then the manual suggests you use the screen fonts from the *Professional Page* DTP package, which is a pathetic cop-out – why should you have to buy *Professional Page* just to get some screen fonts to allow *Excellence!* to utilise all the typefaces in a PostScript printer?

Any IFF-ILBM graphic up to Extra-HalfBrite mode can be loaded All graphics are remapped to the palette and the number of colours in which *Excellence!* is currently working which results in some psychedelic looking pictures if the colours in the graphic are very different from *Excellence!'s* palette Although the program reads the graphic's palette, it cannot adjust its own palette to something closer to the colours in the original picture, it simply

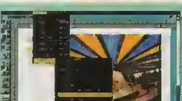


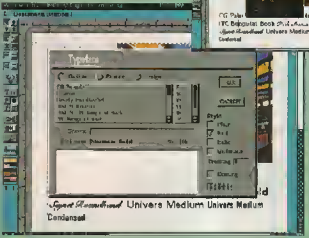
The grammar checker is something unique to excellence!. If you need the help, then this feature alone could be worth the sub-£40 price


Check Spelling

special – it's a word processor at heart after all, not a painting program – but there are enough features to enable you to spruce up your documents with pretty pictures and diagrams

Those features haven't changed much from version 1 The IFF-ILBM file format is supported, from 2-colour up to HAM-6 (4,096 colours), but HAM-8 and 24 bit support is not yet implemented (they're working on it)




Typeface
OK
Cancel
Style
Plain
Bold
Italic
Underline
Tracking
Kerning
CG Palatino
ITC Benguiat Book
Shannon Bold
Univers Medium
Univers Medium
Condensed

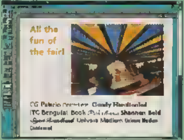
Wordworth 2 comes complete with 17 Agfa Intellifont (Compugraphic) typefaces plus it can use Workbench 2 and *Professional Page* format CG fonts.

Support for PCX, BMP and Encapsulated PostScript (EPS) graphics has been implemented, although the latter format cannot be displayed on-screen and can be printed only on PostScript printers

Any graphic you load gets converted to the same number of colours as the current screen mode If you're working in 4-colour mode and you load a many coloured HAM picture don't expect the result to be worth looking at on the screen Nor when printed because *Wordworth* prints exactly what's on the screen

MULTI-COLOURED SWAP SHOP

To use and print multi-coloured pictures you need to work in 8-colour or 16-colour mode *Wordworth* converts the palette and is able to change colours 4-16 of its own palette to those


All the fun of the fair!
CG Palatino
Gaudy Headlined
ITC Benguiat Book
Shannon Bold
Univers Medium
Univers Medium
Condensed

picks the closest colours in its existing palette.

You can fiddle with colours until the cows come home but at the end of the day you are only going to get good results if the palettes of the graphics you import match *Excellence!*'s palette. And although the colour scheme gets saved with the document, if you alter Excellence!'s palette and import a document that has a different colour scheme the colours in that document will get remapped to the new *Excellence!* palette. More psychedelia.

POOR PRINTING

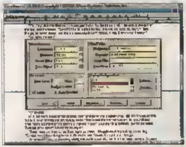
Output using Amiga bitmap fonts and graphics printing is poor. No attempt is made to increase the output resolution of these low resolution screen fonts, and even the scalable Compugraphic typefaces are output as they look on-screen (jaggy) instead of being printed smoothly as 'outline' fonts should.

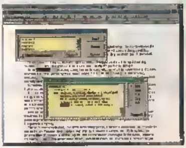
The resident fonts in printers can be used, but only one per document by means of the Font Number gadget in the Print requester, and only then if the printer driver supports this 'fonts number' feature. How do you tell? The manual suggests selecting different font numbers and seeing what happens. Gee thanks, MSS. This simply is not good enough. I want to select printer fonts on-screen; I want to use this printer font for headings, that printer font for the main text, and another printer font for indented paragraphs. Can I do it? Not in *Excellence!* I can't.

CONCLUSION

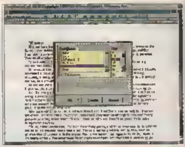
The only saving grace is the price. Even with the colour and printing frustrations, at under £40 it has to be a bargain. It's not good enough for high quality output work, but for bashing out words or for preparing documents that are going to be printed using just the one printer font (plus italics, bold, underline), *Excellence!* is certainly competent and less than half the price of rival packages.

Workbench 2/3 users can select Compugraphic fonts, but they still print jaggy and are hardly worth the effort.





The Preferences requester allows you to customise the excellence! display defaults to just the way you like them.
The large British spelling checker is useful, but the British thesaurus only supports synonyms.



EXCELLENCE! 3.00

. . . a t a g l a n c e

• No special setting up required • Very user friendly interface • Aggressively priced • Good UK dictionary and thesaurus • Poor Amiga and Compugraphic font output • Only one printer font per document

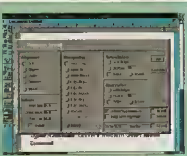
Address: Excellence! 3.00 can obtained from HB Marketing Ltd on 0753 686000.

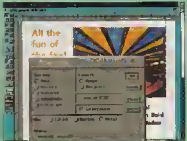
HB MARKETING £39.95

'Cheap but very, very cheerful.'

EASE OF USE	90%
VALUE FOR MONEY	92%
EFFECTIVENESS	41%
FLEXIBILITY	87%
INNOVATION	29%

OVERALL 79%





Formatting defaults for the whole document can be set from this requester. Individual paragraphs can be formatted separately via the tool bar and ruler line.
Wordworth can remap imported graphics to its own palette, or

used most in the graphic. If you load another graphic that has a different palette, then you can ask *Wordworth* to use this new picture's palette, but then the colours in the previous graphic will get altered to the new ones, which will probably make it look really weird.

There is a Remap facility which will attempt to build a compromise palette, sometimes it works okay, particularly for monochrome output, but on the whole you end up with two bad pictures instead of one good one and one bad one.

So, to use coloured graphics in *Wordworth* properly it's best to create them all with the same palette. Basically, work out the 8 or 16 screen colours that print best on your printer, and stick to those. For monochrome printouts you could use *Deluxe Paint* or a graphics conversion package to convert all your pictures to the same 16 shades of grey. With black and-white clip art there is no colour conflict problem, of course.

CONCLUSION

Wordworth has most of the features required from a top class professional word processor, and it looks and feels like a great piece of software. It's one of those programs that you like to use. As you learn more and more about its features it inspires you to produce better looking documents merely because you want to use the latest feature you've learnt about. Inspirational, that's the word.

WORDWORTH 2

. . . a t a g l a n c e

• Compugraphic font support • High quality Compugraphic font output • Full PostScript font support • Multiple printer fonts in one document • Many popular printers directly supported • Excellent manual • 60 days free after sales support • A touch pricey but you get a lot for money

Address: Wordworth 2 costs £129.95 from Digita International Ltd, Black Horse House, Exmouth, Devon EX8 1JL. Tel 0395 270273. You can upgrade from Wordworth 1.x for £49.95 (registered Wordworth upgraders receive one free ClipArt and one free ColorFonts worth £20), or upgrade from any other word processor for £59.95.

DIGITA INT. £129.95

'A wordprocessor that is one step ahead of the field.'

EASE OF USE	88%
VALUE FOR MONEY	95%
EFFECTIVENESS	95%
FLEXIBILITY	82%
INNOVATION	64%

OVERALL 91%

We wish our customers a Merry Christmas & a Happy New Year

MEGA PD DiRECT BLITZ

✓ VIRUS FREE ✓ 48 HOURS DESPATCH ✓ FIRST CLASS DELIVERY

PACK ONE

BUSINESS PACK
This disk pack contains Text Engine v3.0 word processor, B-Base 1 database, Vicalc spreadsheet program, 600 Business letters, Business card maker, Forms designer
FOR HOME BUSINESS

- £12.00 -

ASSASSINS GAMES DISKS

We now have the complete collection of Assassins games compilation disks. They are easy to use and very professionally presented. Each disk costs only £1.75

PDG-109	ASI#1	TANK, ROLLERPEDE, AMOEBIDS, CAVERUNNER & AVATRIS
PDG-110	ASI#2	DR. ACTION, MISSILE COMMAND, INVADERS, RALLY, MAZE GAME & THINK AHEAD
PDG-111	ASI#3	MEGA BALL & DRIP (P)
PDG-112	ASI#4	JUMPER, GOMOKU, CRACKER, JUMPY, TURBO DUEL & KLONDYKE (P)
PDG-113	ASI#5	GO TOOL, RETALIATOR & RAID (P)
PDG-114	ASI#6	DOWNHILL CHALLENGE, PACMAN 87, METAGALACTIC LLAMAS, WELLTRIS
PDG-115	ASI#7	DESTINATION MOONBASE, TRIX, NIGHTWORKS, CLAUDE RUNNER
PDG-116	ASI#8	AIR ACE II, H-BALL, NUMBER PUMBLER & SNAKE PIT (P)
PDG-117	ASI#9	BLIZZARD & BATTLE PONG
PDG-118	ASI#10	PICKOUT, ESCAPE, SYS, PIPELINE (P)
PDG-119	ASI#11	DAD, CONNEX, TOWERS OF HANOI, REVERSI, TRIPPIN (P)
PDG-120	ASI#12	CAR, LLAMATRON, POWERPONG, XPI
PDG-121	ASI#13	BALL, ASTEROIDS, TWINTRIS, BLOCKIT, SQUAMBLE, AMIGATRATION (P)
PDG-122	ASI#14	CHINA CHALLENGE 2, AMIGA COLUMNS (P)
PDG-123	ASI#15	BATTLE CARS, MAMBA MOVE
PDG-124	ASI#16	PACMAN, WASTELANDS, DILEMMA, MISSION X (P)
PDG-125	ASI#17	JETMAN, DEFENDA, TOMCAT, BLOCKBUSTER
PDG-126	ASI#18	OMEGA RACE, SKYFLYER, HENRY IN PANIC, MEGATRON,
PDG-127	ASI#19	GROWTH, BLOP BLOK, FLIGHT, BIPLANE DUEL, SLIDER, FRANTIC FREDDY
PDG-128	ASI#20	AMOS COIN DROP, MICROBES, HOLLYWOOD TRIVIA, MATCH PATCH (P)
PDG-129	ASI#21	ZEUS, DRAGON TILES, TETRIX, BATTLEMENTS
PDG-130	ASI#22	LEMMINGOIDS, DUEL, MOUTHMAN, WIZZY'S QUEST (P)
PDG-131	ASI#23	QUICK MONEY, BI-PLANE II, INTERFERON, ARCADIA (P)
PDG-132	ASI#24	REVENGE OF THE MUTANT CAMELS, NEBULA, CROAK, 3D MAZE, DUX (P)
PDG-133	ASI#25	E TYPE, ASTEROIDS, HEMROIDS, COPPER, MR WOBBLY, AIR BRICK (P)
PDG-134	ASI#26	SUPER PACMAN, SMASH TV, ASHIDO, BALL II, SYSTEM IV
PDG-135	ASI#27	CARDS GAMES, VIDEO POKER, CARD SHARP, MONTANNA, BLACKJACK, LAB (P)
PDG-136	ASI#28	DOODY THE GAME, DR MARIO, INVADER II, FLAG CATCHER (P) MAD BOMBER 1 (P)
PDG-137	ASI#29	DOG, ROME, NOVA, BRIDGE BALL ATTACKS, QUADRIX (P)
PDG-138	ASI#30	CHROME, TANK-ATTACK, TOTAL FIRE BOUNCE-N-BLAST (P)
PDG-139	ASI#31	ISHO-O-MATIC, CRAZY PIPE, ARAZMAK, REVOLUTION (P)
PDG-140	ASI#32	BLOB, FIRE-FIGHTER, SECTOR ONE (P)
PDG-141	ASI#33	TOTAL WARE, HYPER-BALL (P)
PDG-142	ASI#34	TRAIL BLAZER, YELP, CHIC, RUSH HOUR (P)
PDG-143	ASI#35	PONG, SNAKE PIT, JUMP-N-ROLL, CYBERNETIX (P)

UTILITIES

PDU	11	AIR TUNNEL SIMULATION (P)
PDU	32	FISH #144 ANALYTIC S/SHEET (P)
PDU	43	FISH #203 ASSEMBLER & C (P)
PDU	81	FISH #211 ASTRONOMY PROGRAM
PDU	99	HAM RADIO UTILITIES (5 Disks) (P)
PDU	101	MENU MAKER
PDU	102	LABEL DESIGNER (P)
PDU	105	ICON MAKER (P)
PDU	104	ICON MANIA (P)
PDU	151	PAGESK (P)
PDU	144	GAMES MUSIC CREATOR
PDU	184	FALCON BOOTH BLOCK CREATOR
PDU	207	PERFECT SOUND V1.93 (P)
PDU	162	MED MODULES (P)
PDU	166	IBM EMULATOR (P)
PDU	117	ATARI ST EMULATOR (English version)
PDU	188	SPECTRUM EMULATOR V1.1
PDU	361	FISH #379 C64 EMULATOR
PDU	370	FLEXIBASE (Database) (P)
PDU	371	NUKE V1.58 (Sealdem killer) (P)
PDU	377	M-CAD (Design program) (P)
PDU	378	TRANSFORMER V3.1.1 IBM EM
PDU	381	C LIGHT (Ray Trace Utility) (P)
PDU	380	TEXT PLUS v3 Can Edit Crunched Files (P)
PDU	175	MED v3.20 (with AMOD) (P)
PDU	382	MESSYSID 1 (P)
PDU	383	SPECTRAPAINT v3.2
PDU	384	DISKMASTER v3.1
PDU	385	ELECTROCAD V1.4 (P)
PDU	386	AMIGAFOX V1.1 English Version DTP (P)
PDU	387	WINDOWBENCH v1.9 (2 Disks)
PDU	388	600 BUSINESS LETTERS (P)
PDU	189	U-BASE III Excellent, Fast Database
PDU	191	FORMS REALLY UNLIMITED (P)
PDU	010	AMIBASE PROFESSIONAL II

Our latest update contains details of our 2500 disk collection & also has some FREE games in it. This is one of the most professional disks you will see. Please send 3 First Class stamps to receive your copy. Alternatively you can have one FREE with your first order

ASSASSINS PACK

ASSASSINS PACK
All 35 ASI games disks. Over 300 games. Easy to use. Ideal for Children. The perfect gift
ALL 35 DISKS FOR

- £34.95 -

PACK FIVE

MUSIC MAKERS (P)
MED 3.20, Pro Tracker, Startrekker v1.2, 3-Songs Delta 4-Instrument Disks
A MUST FOR HOME MUSICIANS

- £12.00 -

UTILITIES (cont)

PDU	399	D-COPY V2.0, V1.0 with Docs (P)
PDU	403	NORTH C (2 Disks) (P)
PDU	404	HAMLAB v0.41 IFF Converter (P)
PDU	408	AMPL2 (Amigaspell, X-spell, U-Edit, UEd) (P)
PDU	407	OPTI UTILITIES 1.1 (P)
PDU	409	GELIGNITE FONTS (Professional Fonts) (P)
PDU	410	SUPERSOUND 1 (P)
PDU	411	IMPLODER v4.0 (P)
PDU	411	HARD DRIVE UTILITIES (P)
PDU	111	PROFESSIONAL D-COPY v3.0
PDU	111	SD v2.00 (Brand New Version)
PDU	115	BEATRIX POTTER CLIPART
PDU	111	NR COPIER v2.0 (Superb)
PDU	117	N-COMM v2.0 (Comms program)
PDU	118	A-GENE v3.121 (Genealogy)
PDU	419	SUPERKILLERS v2.3 (incl. Boot X 4.4)
PDU	420	PRINTER DRIVER GENERATOR
PDU	421	OCTAMED v1.00b 1 Channel music editor taken from Fish 579 (P)
PDU	423	BOOT INTRO CONSTRUCTION SET 0 Create custom boot loaders (P)
PDU	425	AMOS UPDATE 1.11 (P)
PDU	426	RADBENCH Load workbench as a TSR
PDU	427	PRINTER DRIVERS Star LC10, HP Deskjet, Paintjet and others (P)
PDU	429	KING JAMES BIBLE Text and search program (1 Disks) (P)
PDU	130	ASTRO 22 - Super astrology program (P)
PDU	431	DPAINT FONTS Loads of new fonts (2 Disks) (P)
PDU	111	AMIGA PUNTER Horse race predictor (P)
PDU	431	PC TASK Great new IBM emulator (P)
PDU	434	AUDIO ANIMATION STUDIO (P)
PDU	435	TEXT ENGINE v3.4 The very latest. Superb! (P)
PDU	436	TYPING TUTOR Plus other utils (P)
PDU	437	WORD POWER v1.5c Spell checker (P)
PDU	438	STAR 9 & 24 PIN PRINTER DRIVERS Self installing, supplied direct from STAR (P)
PDU	441	POWER PLAYER V2.7 Plays all mod formats even crunched (P)
PDU	441	FREECOPY v1.1 Latest version (P)
PDU	443	DIRWORK v1.51 - Similar to SD fully configurable (P)
PDU	444	FREEPAINT Good paint package with animation (P)

EDUCATIONAL

PDE	1	LEARN & PLAY VOL #1 (Under 10's) (P)
PDE	1	LEARN & PLAY VOL #2 (Under 10's) (P)
PDE	1	STORYLAND 2 (Save toyland from the witch) (P)
PDE	1	TOTAL CONCEPTS Astronomy (Interactive book) (P)
PDE	1	TOTAL CONCEPTS Dinosaurs (Interactive Book) (P)
PDE	6	KIDSPAINT (Very Good) (P)
PDE	7	MR MEN STORIES (Excellent Teaching Aid)
PDE	8	SIMON 1 SPACE MATHS (Talking Maths!) (P)
PDE	9	HOORAY FOR HENRIETTA Demo version (P)
PD	10	SPELLBOUND Demo version (P)
PDE	11	HENRIETTA's BOOK OF SPELLS - Demo version (P)

PACK SEVEN

A 12 disk selection of the best Assassins game compilations, all are A500P/A600 compatible

- £15.00 -

PACK EIGHT

UTILITIES PACK
This NEW 1 disk pack contains
Messysid II, D-copy V2, New Superkillers (Virus killers) Fastdisk, Text plus v3.0
THE ESSENTIAL COLLECTION

- £8.00 -

ANIMATIONS

PDA	12	STAR TREK #2 (Agatron) (P)
PDA	13	STAR TREK #17 (Agatron)
PDA	14	PUGGS IN SPACE
PDA	5	MOONWALKER
PDA	16	MILLER LITE ADVERT (P)
PDA	54	NASA GRAPHICS
PDA	70	WALKER DEMO #2 (1 Meg) (P)
PDA	69	WALKER DEMO 1 (1 Meg, 1 Disk) (P)
PDA	82	ENTERPRISE LEAVING DOCK (Agatron) (P)
PDA	11	RAT RACE Art
PDA	90	JET FIGHTER ANIMATION
PDA	101	ADDAMS FAMILY
PDA	116	BRUCE LEE "Enter the Dragon"
PDA	111	BRUCE LEE SLIDESHOW II
PDA	128	STEALTHY MANOEUVRES Eric Schwartz (P)
PDA	505	ANTI-LEMMIN' DEMO Eric Schwartz (2 Meg, 1 Disk)
PDA	134	THE DATING GAME Eric Schwartz (3 Meg, 2 Disks)
PDA	135	BUZZED Eric Schwartz (3 Meg, 1 Disk)
PDA	136	AT THE MOVIES 2 Eric Schwartz (1 or 3 Meg, (4 Disks)
PDA	137	WWF WRESTLEMANIA SLIDESHOW
PDA	138	AT THE BEACH Eric Schwartz (3 Meg, 1 Disk)
PDA	150	UNSPORTING Latest Schwartz featuring A10 Tank buster (2 Meg) (P)
PDA	142	GULF CONFLICT Another ES blockbuster (2 Meg) (P)
PDA	143	SWEET REVENGE Wile E Coyote gets his own back! (P)
PDA	144	HOW TO RUN/COYOTE 1 Eric Schwartz 1Mb (P)
PDA	145	AMY WALKS/AMY JOGS/THE BIG SNEEZE Eric Schwartz 1Mb (P)
PDA	146	ELDERADO SLIDESHOW - Featuring The Monk, (1 Meg) (P)

MUSIC

PDM	306	WALKERS SONG (2 Disks) (P)
PDM	009	RIDE ON TIME & BATDANCE (P)
PDM	012	BAD MICHAEL JACKSON (P)
PDM	028	BAT DANCE (P)
PDM	027	D-MOB MEGAMUSIC II (P)
PDM	030	DIGITAL CONCERT 1
PDM	031	DIGITAL CONCERT II
PDM	035	"I THINK WE'RE ALONE NOW" Tiffany (P)
PDM	036	"LAND OF CONFUSION" Genesis (P)
PDM	038	MIAMI VICE THEME (1 Disks)
PDM	040	MR VANGELIS DEMO (P)
PDM	065	DIGITAL CONCERT IV
PDM	072	POPEYE MEETS THE BEACH BOYS (P)
PDM	080	DIGITAL CONCERT VI
PDM	082	FREDDY KRUGER
PDM	083	KEPPENS JUKEBOX
PDM	083	MIAMI VICE "Crockets Theme" (P)
PDM	088	SLAB MUSIC (P)
PDM	091	100 MOST REMEMBERED C64 TUNES (P)
PDM	091	HI-FI DEMO (P)
PDM	104	BASSX #5 Power Remix
PDM	105	BASSX #8 Sid Youngblood (P)
PDM	106	BETTY BOO (P)
PDM	109	DEPECHE MODE
PDM	117	FLASH GORDON (2 Disks) (P)
PDM	111	HATRICK "LOADSAMONEY" (P)
PDM	120	LAUREL & HARDY (2 Disks) (P)
PDM	111	NASP V2.0
PDM	131	PET SHOP BOYS REMIX #1 (P)
PDM	132	PET SHOP BOYS REMIX #2 (P)

CLIP ART PACK

This is a NEW collection of 11 disks. All are in IFF format and are now menu-driven. There are hundreds of high quality images both scanned and drawn on a multitude of subjects. EXCELLENT FOR DTP. ALL 11 DISKS for

- £15.00 -

GAMES

PD	1	STAR TREK The Final Frontier (2 Disks) (P)
PDG	2	STAR TREK (3 Disks) Req 2 Drives (P)
PDG	21	BOING The Game (2 Disks) (P)
PDG	32	LEGEND OF FAIRGHAIL
PDG	35	PAIR IT (Educational) (P)
PDG	44	FRUIT MACHINE, POOL & others
PDG	50	SEA LANCE (Submarine simulation) (P)
PDG	60	AIR ACE 1 (P)
PDG	61	ELECTRIC TRAIN SET (P)
PDG	62	SPECTRUM GAMES VOL 1 (P)
PDG	63	SPECTRUM GAMES VOL 2 (P)
PDG	66	PUZZLE SOLVE
PDG	70	DRIP (P)
PDG	71	LLAMATRON (By Jeff Minter)
PDG	73	TWINTRIS
PDG	75	TANK THE GAME (P)
PDG	77	STAR TREK The Next Generation (P)
PDG	79	CARD SHARP (P)
PDG	80	CHINA CHALLENGE 1
PDG	83	JEOPARDY (Quiz) (P)
PDG	85	HOLLYWOOD TRIVIA (P)
PDG	86	CRAZY SUE
PDG	87	AMIGA COLUMNS (P)
PDG	88	REVENGE OF THE MUTANT CAMELS By Jeff Minter
PDG	89	THE ALL NEW STAR TREK Jim Barbers version (2 Disks)
PDG	91	LEGEND OF LOTHIAN Great new Ultima type adventure (P)
PDG	92	ASHIDO Super puzzle game very addictive (P)
PDG	93	GOLDEN OLDIES A handful of classic shoot-em-ups (P)
PDG	94	LEMMINGOIDS Asteroids with a difference
PDG	95	INTERNATIONAL CRICKET Brilliant very playable (P)
PDG	96	BARON BALDRIC Good platform game demo (P)
PDG	97	DIAMOND THIEF Addictive! (P)
PDG	98	MENTAL IMAGE GAMES #1 Gridrunner Invaders, Rebound (P)
PDG	99	MENTAL IMAGE GAMES #2 Invaders 1 Willy Seiu (P)
PDG	100	PUGGLES (P)
PDG	101	GX 200 Brilliant game (P)
PDG	102	TOTAL WAR Very good strategy game (P)
PDG	103	BALL LIGHTNING Like Wizball, good! (P)
PDG	104	1 TYPE The finest Asteroids game (P)
PDG	105	MANIA Vert scr shoot em up very good! (P)
PDG	106	AIRPORT Very playable ATC simulator (P)
PDG	107	QUADRIX - Excellent puzzle game (P)
PDG	108	CATACOMB ADVENTURE (P)

DEMOS

PDD	001	ANARCHY DEMO
PDD	004	DEATHSTAR MEGADEMO (2 Disks)
PDD	007	ELVIRA DEMO
PDD	111	ROBOCOP DEMO (P)
PDD	051	ANARCHY "Ooh it's Lobscene 3"
PDD	051	HATRICK #1 "Arsewipe"
PDD	052	HATRICK #2 "Smashing day out" (P)
PDD	053	KEFRENS MEGADEMO #8 (2 Disks)
PDD	061	NORTHSTAR MEGADEMO #2
PDD	070	RAMS MEGADEMO
PDD	072	RED SECTOR DEMO #4
PDD	075	SCOOPEX DEMO
PDD	076	SCOOPEX MEGADEMO (P)
PDD	090	MAGNETIC FIELDS DEMO #36
PDD	097	PREDATORS MEGADEMO (2 Disks)
PDD	098	SAFE SEX DEMO (P)
PDD	107	BUDBRAIN 1 (2 Disks) (P)
PDD	115	MAGNETIC FIELDS DEMO 3 AR
PDD	130	CHUBBY BROWN DEMO (P)
PDD	111	CRIONICS DEMO
PDD	134	MAGNETIC FIELDS DEMO #96
PDD	151	FLASH "NO BRAIN NO PAIN" (2 Disks) (P)
PDD	153	BILLY CONNOLLY DEMO (2 Disks) (P)
PDD	160	HATRICK "Rave On"
PDD	177	BUDBRAIN II
PDD	179	CRIONICS "Total Destruction"
PDD	230	IRAQ VS KUWAIT DEMO
PDD	207	PHENOMENA ENIGMA (P)
PDD	211	PHENOMENA TERMINATOR
PDD	292	BATMAN DEMO (P)
PDD	306	DIGITAL INNOVATION By Anarchy
PDD	307	VIRTUAL WORLDS
PDD	306	UNIVERSAL INTENSITY
PDD	309	ALPHA OMEGA (P)
PDD	170	DECAYING PARADISE By Andromeda (P)
PDD	171	ODDESSY By Alcatraz (5 Disks) Superb! (P)
PDD	172	HARDWIRED By Crionics and Silents (2 Disks)
PDD	173	VOYAGE Razor 1911 (P)
PDD	111	GLOBAL EFFECT

RED SECTOR INC

PDU	101	RSI DEMO MAKER
PDU	364	RSI UTILITIES DISK #1
PDU	392	RSI UTILITIES DISK #2
PDU	393	RSI VECTOR OBJECT EDITOR
PDU	372	RSI VECTORBALLS EDITOR
PDU	394	RSI FONT EDITOR
PDU	340	TSB VECTOR DESIGNER
PDU	340/6/7	RSI MODULES 1, 2 & 3

FISH COLLECTION

We now stock disks No. 1-750

T-BAG COLLECTION

Disks 1-63 now available

HOW TO ORDER

DISK PRICES

1-9	£1.75 each
10-19	£1.50 each
20+	£1.25 each

DEJA VU £3.99 EACH (P)=Compatible with A500 PLUS
Postage and Packing FREE on all orders of 3 disks or more. Less than 3 disks P&P £1.00. Europe add 25p per disk. Rest of World add 50p per disk.

We accept all major Credit Cards
Please make cheques & P.O.s payable to:
P.D. DIRECT
and send to

DEPT CUA
86 GEORGE STREET,
NEWCASTLE, STAFFS ST5 1DN

PHONE or FAX
0782 715255

Basic
Amiga 600
£268.95
or £487.95 with an 8833

£9.95 inc Vat
While stocks last

DIAMOND

COMPUTER SYSTEMS LTD

: NOW OPEN IN SLOUGH : 0628 604555 :

REMEMBER. BUYING THROUGH DIAMOND YOU KNOW YOUR SAFE, WE'LL STILL BE HERE NEXT WEEK

2Mb RAM **PACK** 2Mb RAM

THE FANTASTIC
AMIGA 1200 ZOOL PACK
Featuring
Zool
Pinball Dreams
Transwrite
& Striker
only £399 inc vat
Or with 8833 Mk II Monitor
+Turbo Challenge II Promotion +lead
only £619 inc vat

12 MONTHS WARRANTY

we cannot be beaten on price

2Mb RAM **PACK** 2Mb RAM

BUSINESS SOLUTIONS PACK
NEW AMIGA 1200 ZOOL PACK
(As box A)
Everything you need to be up & running with Wordprocessing (Transwrite)

And 9 Pin Quality Printer

12 MONTHS WARRANTY
only £499 inc vat

Or with 8833 Mk II Monitor
+Turbo Challenge II Promotion
only £719 inc vat

ADD £75 FOR COLOUR PRINTER
ADD £80 FOR QUALITY 24 PIN PRINTER

we cannot be beaten on price

2Mb RAM **PACK** 2Mb RAM

NEW AMIGA 1200
Ultimate Hard Disk pack
AMIGA 1200 ZOOL PACK
(As Pack A)
with 60Mb HARD DISK

12 MONTHS WARRANTY
£599 inc vat
Or with 8833 Mk II Monitor
[illegible] £799 inc vat

WARNING! Don't get caught short. We recommend you invest in a 60Mb Hard Disk instead of a 20Mb. Lots of games are growing in memory size Eg. Workbench = 2Mb, Monkey Island [illegible] that equals 1/2 your hard disk gone before you start Who says that doesn't matter?

MAIL ORDER HOTLINE: PHONE 071 580 4259

1Mb RAM **PACK** 1Mb RAM

Basic A600 only £268.95

Captain Diamond's upgraded A600 packs using superb 2.5" Drives as used in most notebooks
20Mb only £399 inc vat
60Mb only £449 inc vat
120Mb only £549 inc vat
Diamond Packs include FREE D.Paint 3 & Game
Or with 8833 Mk II Monitor
+Turbo Challenge II Promotion
Includes connecting lead
ADD £219 inc vat
Add £49 95 for 1Mb extra RAM

Commodores own 20Mb £409 inc vat.
Commodores Epic 20Mb £459 inc vat

Give your 600 a Hard Disk see opposite
Hard Disk repairs. 12 months return to base

Don't know whether to buy an Amiga or a PC?
Well don't panic. Everybody knows you need experience when purchasing a computer........**ours**

We serve a customer every 45 seconds & sell a PC every 10 minutes
At Diamond our staff are fully trained to serve all your needs, so pop in and see us for an unbias opinion and try both machines side by side for yourself.

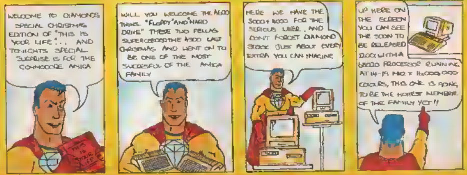
SX 40 FAMILY PACK
Phoenix 386 SX
40MHz
Philips low radiation SVGA Monitor
105Mb Hard Disk
DOS 5 or DR DOS 6
Joystick
Ad-Lib Compatable
Sound Card
Speakers
4 Games
Mini Tower
£938 Inc VAT

PHOENIX 386SX 25 PC's
40Mb Hard Disk
2Mb RAM
Philips Low Radiation SVGA Monitor
PRICES START AT AN
INCREDIBLE
£679 Inc VAT
Pop into any Diamond branch and try one out for yourself. .
You won't be disappointed you did

(DOS 5 or DR DOS 6 add £49.35 Inc VAT)

The NEW Adventures Of CAPTAIN DIAMOND

All our monitors conform ta new 1993 EEC legislation for LOW RADIA


WELCOME TO DIAMONDS SPECIAL CHRISTMAS EDITION OF "THIS IS YOUR LIFE"... AND TONIGHTS SPECIAL SURPRISE IS FOR THE COMMODORE AMIGA
THIS IS YOUR LIFE
WILL YOU WELCOME THE A600 TWINS "FLOPPY" AND "HARD DRIVE" THESE TWO FELLAS SUPERCEEDED THE A500 LAST CHRISTMAS AND WENT ON TO BE ONE OF THE MOST SUCCESFUL OF THE AMIGA FAMILY
HERE WE HAVE THE 3000 + 4000 FOR THE SERIOUS USER, AND DON'T FORGET DIAMOND STOCK JUST ABOUT EVERY EXTRA YOU CAN IMAGINE
UP HERE ON THE SCREEN YOU CAN SEE THE SOON TO BE RELEASED 1200 WITH A 68020 PROCESSOR RUNNING AT 14-19 MHZ + 16,000,000 COLOURS, THIS ONE IS GOING TO BE THE HOTTEST MEMBER OF THE FAMILY YET !!

NOW OPEN IN SLOUGH : 0628 604555 :

DON'T MISS ... AMAZING NEW ... FEATURING ALL ... VERY LATEST IN AMIGA ... AVAILABLE AT ALL STORES NOW

WANT A 1200
With Workbench 3?
GOT A 500
SWAP IT FOR ONLY £299.95
ALL PRICES INCLUDE VAT

BARGAIN OF THE MONTH!
NEW Rochard 80Mb Drive for Amiga 500 expandable to 8Mb RAM
now only an incredible £299 inc VAT

THE CAPTAIN'S 1200, 3000 & 4000 CENTRE

MAIL ORDER HOTLINE. PHONE 071 580 4259

NEW AMIGA 1200

68020 processor running at 14 19MHz 2Mb RAM expandable to 10Mb, an amazing, 16 million colours, Work bench 3, AA chipset, Built in TV modulator, 512K Operating system, 32-bit CPU slot, 880K 3.5' floppy drive, 4 sound voices & 4 great games Zool Striker, Transwrite & Pinball Dreams **Only £399.99**

Why not try Diamond's amazing Part Exchange offer on the 1200. We will give you £299.95 OFF against ANY old Amiga, pressuming it is in a fair working condition. (Subject to managers discretion)

THE NEW AMIGA 3000

25MHz processor, 100 Mb hard disk, 2Mb Fast RAM, 2Mb Chip RAM **£1699.00 INC VAT**

THE NEW AMIGA 4000

68040 Amiga DSOS 3. 6Mb RAM, 120Mb Hard Disk **£2349.00 INC VAT**

GRAPHICS & VIDEO

New ICD Flicker fixer	£209
GVP Impact Vision 24 Bit Card (1500/2000/3000) from	£1550
DCTV (Pal Version)	£440.00
Rocgen	£89.95
Rocgen +	£124.95
Rendale 8802	£119.95
Rendale 8806 RGB	£499.00
Commodore 2300 In1	£99.00
G2	£575.00
G2+	£999.00
Video Pilot V330 (Video Editing)	£1173
Philips Editing System	£399.00

DISK DRIVES

AMIGA Internal	£59.95
CDTV drive	£74.95
Roclite Slimline no click & Virus protection on track 0.	£79.95

GVP HARD DRIVES / ACCELERATORS

AMIGA 1500 / 2000 HARD DRIVE

Impact Series II HC8+ Control Card only	£134 99
GVP HC8 + 42Mb Quantum for 2000	£259 95
GVP HC8 + 80Mb Quantum for 2000	£339 95
Impact Series II HC8+ & 240Mb Hard drive	£439 99
Impact Series II HC8+ & 420Mb Hard drive	£1169.99

AMIGA 1500 / 2000 ACCELERATOR CARDS

G-Force 030-25MHz with 1Mb 32-Bit RAM	£549.99
G-Force 030-40MHz with 4Mb 32-Bit RAM	£899 99
G-Force 030-50MHz with 4Mb 32-Bit RAM	£1269 99
G-Force 040-28MHz with 2Mb 32-Bit RAM	£1699.99

[illegible]

AMIGA A500 HARD DRIVES

GVP HD8 + 42Mb Quantum	£279.95
GVP HD8 + 80Mb Quantum	£369.95

GVP COMBO ACCELERATOR FOR A500

GVP A530 + 80Mb Quantum	£459.95
A530 Combo 40Mhz + 120Mb H/D	£749 95
A530 Combo 40Mhz + 200Mb H/D	£999.00
68882 Co-Processor for A530	£234.99

GVP MEMORY RAM MODULES

Series II RAM 8 RAM Card for Amiga 1500/200 with 2Mb	£149 99
32 bit 60ns 1Mb SIMM for Accelerator Cards (A530 + G FORCE)	£54.99
32 bit 60ns 4Mb SIMM	
[illegible]	[illegible]

GENERAL ACCESSORIES

MONITORS & TV'S

8833MkII +Turbo Challenge II	£214.95
CBM 1960 Monitor	£449 95
CBM Flicker Fixer	£299.95
Philips 14"SVGA monitor, suitable for use with A3000 or 1500 with flicker fixer	£229.95

Please add £14.95 for connecting lead

NEW CDI FROM PHILIPS	£399

MEMORY UPGRADES

New Smart Card memory upgrade (A600)
2Mb only £129 4Mb only £169

New 2.04 Official Upgrade with manuals & ROM only	£79.95
A500 Plus 1Mb Expansion	£39.95
New A600 1Mb Expansion	£54 95
Supra 500RX 2Mb Expan.(500/500+)	£139.95
512K RAM Expansion + Clock (500)	£34 95
Above without clock	£29 95
1 5Mb Mb Expansion (Not Plus)	£79.95
1Mb Expansion with Thru-Port (500)	£49.95
8Mb RAM Board for A1500 or 2000 Series Board 0Mb	£79.95
For each 2Mb RAM add	£49.00

INTERNAL DRIVE KIT

Replacement A500 Internal 3.5" drive kit, fully compatable with 1Mb unformatted capacity. Comes with easy to follow guide	£59.95

EMULATORS

Golden Gate 386-20 for 1500/2000	£439.99
GVP 16MHz PC-286 1500/2000	£239.99
Vortex AT Once Plus 16MHz	£214.99

MICE

Naksha Upgrade Mouse	£22.95
New Roboshift, Auto sensing Joystick/Mouse switch box	£13.95

TRACKBALL

One hand control unit, after using this you will never want a mouse again	£29.95

ROM SWITCHER

Switching between versions of Kickstart on your A500 is could not be easier than with our new ROM switcher.	£9.95
Kickstart 1 3 ROM (Supplied seperately)	£29.95
Kickstart 2.4 ROM (Supplied seperately)	£39.95

POWER SUPPLY

Commodore A500 A600 PSU with the switch mode (£10 OFF with P/X)	£49.95

SOUND EXTRAS

Amiga Sound Enhancer	£35 99
Stereo Speakers	£39.95

CONTROL CENTRE

Turn your Amiga into the ultimate hi-tech intergrated workstation environment	£34 99

COMPONENT SHOP

QUANTUM H/DISKS	IDE	SCSI
42Mb	£139 83	£149 95
127Mb	£257 33	£249 00
240Mb	£429 95	£429 95

New Floptical Drive £549 90,
21Mb disk £57 80

SYQUEST DRIVE

Removeable cart 44Mb 29ms	£299 00
CONTROLLER for above add	£69 95

ROM SWITCHER Now Available

1 3 2.04 ROM Switcher	£9 95
1 3 ROM available ●	£29 95
2.04 ROM available ●	£39 95

Workbench [illegible]

4X256K DRAMS For A590 S etc	£3 50
1X1MB DRAMS For Bup/Supra	£3 50
1x9Mb SIMMS For NEXUS/GVP/Rochard	£34 99
4x9Mb SIMMS For GVP etc	£169 95

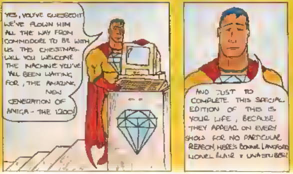
AVIDEO 24
24-bit graphics for the A500. 768x580 quality resolution, 16.8 million colour frame buffer. Small easy to fit circuit board. Fully genlockable. Runs on standard A50 (1Mb chip RAM). With 24-bit paint package (TV Paint). Allows picture in picture £549

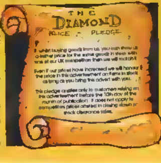
NEW 24 BIT OPAL CARD
24-bit colour 16.8 million colours Full animation in all modes NTSC/ PAL switchable. Fits all Amiga [illegible] £849

CAPTAIN DIAMOND'S ULTIMATE A600/1200 HARD DISK OFFER

20Mb (Limited stock)	£149.95
60Mb	£199.95
80Mb	£249.95
120Mb	£299.95

Turn your A600 with a single floppy drive into the ultimate machine with a Hard Disk. 12 months return to base. Only £29.95 for fitting by one of our qualified engineers


YES, YOU'VE GUESSED IT WE'VE FLOWN HIM ALL THE WAY FROM COMMODORE TO BE WITH US THIS CHRISTMAS. WILL YOU WELCOME THE MACHINE YOU'VE ALL BEEN WAITING FOR, THE AMAZING NEW GENERATION OF AMIGA - THE 1200!
AND JUST TO COMPLETE THIS SPECIAL EDITION OF THIS IS YOUR LIFE, BECAUSE THEY APPEAR ON EVERY SHOW FOR NO PARTICULAR REASON, HERE'S BONNIE LANGFORD LIONEL BLAIR + UNA STUBBS!
JAMES STEVENSON 1992



NOW OPEN IN SLOUGH : 0628 604555

NOW OPEN IN SLOUGH : 0628 604555:

We also take Amiga's in PX against PC's, come in for a demo.

P/X your old 500
for a new Amiga 1200
with Workbencch 3.00
for only £299.95
ALL PRICES INCLUDE VAT

Part exchange ex demo
A500 with 3 months wananty.
£199.95
Ex demo A590's from £199.95
ALL PRICES INCLUDE VAT

10 Disks in a library case £5.00

CAPTAIN DIAMOND'S PERIPHERALS PAGE

NOW OPEN IN SLOUGH : 0628 604555:

APPLICATION SOFTWARE

Graphics & Digitising

Deluxe Paint IV	£59 99
Digi view Media Station	£119
Intro CAD Plus	£84 99
X CAD 2000	£89 99
X CAD 3000	£239 99
Image Master	£106 99
Image Finder	£39 95
Vista	£84 99
Pro Vista	£84 99
VDI Amiga Colour Solution	£99.00
Pro Draw 3	£49.95

Music, Midi & Sound

Audio Engineer +2	£189
Audiomaster 4	£44 99
Bars & Pipes Pro	£174 99
Dr T Copiest Apprentice	£59 99
Dr T KCS Level II V3 5	£179 95
Music X 1 1	£44.95
Stereo Master	£29 95
Pro Midi 2 Interface	£19 99
Techno Sound Turbo	£34.99

Video Titling

Amiga Vision	£49 99
Big Alternative Scroller	£39 95
Broadcast Titler 2	£174 99
Font Pack 1 for above	£74 99
Font Pack 2 for above	£74 99
Pro Video Post	£174.99
TV Show	£49 99
TV Show Pro	£59 99
TV Text Pro	£69 95
Video Director	£99.00
Can Do V1 6	£74 99
Show Maker	£149 00
Scala 500	£89 99
Scala Pro	£175.00

Animation & Rendering

Art Dept	£44 99
Art Dept Pro 2	£119 95
Imagine 2	£174.99
Map Master for Imagine	£44.99
Presentation Master	£169 95
Surface Master for Imagine	£24 99
Real 3D Beginners	£84 99
Real 3D Pro	£229 95
Sculpt Animate 4D	£199 95

CLUB MEMBERS PRICE ONLY
(Prices are already discounted)

Wordprocessing & DTP

Transwrite	£29 99
Kindwords 3	£34.99
Final Copy	£99 95
Wordsworth V1.1	£59 95
Excellence 3	£79 95
Home Office Kit	£49.95
Pagesetter 2	£39 99
Page Stream 2 2	£129 95
Saxon Publisher	£159 95
Propage 3	£139 95

Development & Utilities

AMOS Starter Pack	£39 95
Easy AMOS	£24 99
AMOS 3D	£29 99
AMOS Compiler	£24 99
Cross Dos	£34 99
Dos 2 Dos	£24.99
Disk Master	£34 99
Dev Pack 3	£49 95
Directory Opus	£24 99
Lattice C 5 1 Dev Syst	£159 95
Quater Back V5	£34 99
Superbase Pro 4	£149 95
X Copy Pro 5.2	£29.95
Hi Speed Pascal	£69.95
Hyper Book	£39 99

Accounting

Home Accounts 2	£34 99
System 3	£39 99
Area Accounts	£89 99
Pro Calc	£99 99
Advantage	£34 99
Day By Day	£24.99

Educational

A D I Maths 11-12	£19.95
A D I Maths 12-13	£19.95
A D I English 11-12	£19.95
A D I English 12-13	£19 95
Distant Suns 4	£49 95
Fun School s (Each)	£19.95
GB Route	£49.95

APPLICATION STAR BUYS

Final Copy	£99 95
Wordworth 1.1	£59 95
Home Office Kit · Includes Spreadsheet, Database & Word Processor	£49.95

Printer Driver Disk for your Amiga, £5.00 (Please specify model)

DOT MATRIX PRINTERS

STAR LC20	£115.15	CITIZEN SWIFT 224 COL	£205.00
STAR LC 200	£172.72	CITIZEN SWIFT 24E COL	£235.00
STAR LC 24-20	£184.47	CITIZEN 240 COL	£256.15
STAR LC 24/200 MONO	£198.57	CITIZEN SWIFT 24X	£303 15
STAR LC 24/200 COL	£237.35	CITIZEN SWIFT 24X COL	£349.00
STAR ZA 200 COL	£269.00	SEIKOSHA SP 1900+	£99.95
STAR XB 24 200 COL	£368 95	SEIKOSHA 2400	£129.95
STAR XB 24 250 COL	£435 92	SEIKOSHA SL92	£175
CITIZEN SWIFT 9 COL	£165.00		

INK JET PRINTERS

HP DESKJET	£295
HP DESKJET COL	£372.47
HP DESKJET 550C	P O.A.
CANON BJ10EX	£186.83
CANON BJ 20	£287.87
CANON BJ300	£326 65
CANON BJ330	£442.97
CANON BJ800	£1522.80

LASER PRINTERS

Oki 400	£499
NEW Oki OL410 1Mb inc. HP IIIP Emulation	£680
OKI LASER 810	£939
OKI LASER 830 Postscript 2Mb	£939
NEW OKI OL 850. (Feature enhanced OL840)	£1499

AMIGA BOOKS

Advanced S. Prog Guide	£24.45	Disk Drives Inside & Out	£20 95
3D Graphics Prog Basic	£13.95	Amiga For Beginners	£12.95
Amiga Basic Inside & Out	£17.45	Graphics Inside & Out	£24.45
Amiga C Advanced Prog	£24 45	Machine Language	£13 95
Amiga C for Beginners	£13 95	Printers Inside & Out	£24.45
Amiga DOS Inside & Out	£13.95	Systems Prog. Guide	£24.45
Amiga Dos Quick Ref.	£6.95	Best Tricks & Tips	£13 95
Desk Top Video Guide	£13 95	Making Music On Amiga	£24.45

TOP 10 TITLES

Zool	£19.49
Lotus 3 · Final	£19.49
Shadow of the Beast	£22 49
Sensible Soccer	£19.49
Wizkid	£19.49
Putty	£19 49
Aquatic Games	£19 49
Civilisation	£26 25
Le Chucks Revenge	£28 49
Premiere (1Mb)	£23.25

CLUB MEMBER PRICE ONLY
Why don't you join
Captain Diamond's
Discount Club and save a
fortune on all your games
Personal callers only
Normal saving off RRP
25%

AMIGA BUDGET TITLES

Wolf Child, Thunderhawk, Asterix Chess Player 2150, Drivin Force Skyweek Live & Let Die Onslaught, Pipe Mania Rick Dangerous, Rock 'N Roll Soccer, Trivial Pursuit, E-Motion, Dungeon Quest, Shufflepuck Cafe, Predator Tower of Babel, Data Storm, Grand Monster Slam, Powerplay Kid Gloves Predator 2, Carv-Up, Corporation, Cadaver, Line of Fire, Teenage Turtles Back to the Future III, Gunship, Mike Reads Pop , Gazza II Monty Pythons

ANY FIVE BUDGET TITLES FOR ONLY £20 OR £5 EACH

DIAMOND SHOPS AROUND THE UK

AMIGA WORLD
In the basement of
232 Tottenham Ct Rd
London W1
Tel 071 580 4355
FAX 071580 4399

NEW SHOWROOM
410 Bath Rd
Slough
Tel 0628 604555
Fax 0628 668952

144 Ferry Road
Edinburgh
Tel 031 554 3557
FAX 031 554 2115

HEAD OFFICE
84 Lodge Road
Southampton
Tel 0703 232777
FAX 0703 232 679

1022 Stockport Rd
Manchester
Tel 061 257 [illegible]
FAX 061 257 3997

406 Ashley Road
Poole Dorset
Tel 0202 716226
FAX 0202 716160

443 Gloucester Rd
Bristol
Tel 0272 522044
FAX 0272 521738

Amiga 1063 High Rd
Chadwell Heath
Romford
Tel 081 597 8851
[illegible]

PC Centre
1045/47 High Rd
Chadwell Heath
Romford
Tel 081 597 8851
FAX 081 590 8959

LONDON CORPORATE SALES Saran Duffy 071 5804355 Fax 071 580 4399

HOW TO ORDER

Simply telephone through your order, giving your Access, Visa or American Express card number (AMEX has a 3% surcharge), or send a cheque or postal order to our Tottenham Court Rd. Branch

MAIL ORDER Phone.071 580 4259 **Minimum Courier Service £17.63**

Corporate Sales.-Account Customers Min. order value = £50. New Accounts min £500. Allow 10 working days for cheque clearance Bankers drafts clear same day All prices are correct at time of going to press, but are only valid until the 10th day of month of publication, due to this magazine actually becoming available the month prior to that printed on the cover Eg January issue is on the streets the first week of December therefore end date is January 10th.

THE DIAMOND PRICE PLEDGE

If, whilst buying goods from us, you can show us a better price for the same goods in stock with one of our UK competitors then we will match it.

Even if our prices have increased we will honour the price in this advertisement on items in stock as long as you bring this advert with you.

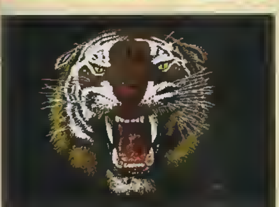
This pledge applies only to customers relying on this advertisement before the 10th day of the month of publication . It does not apply to competitors prices offered in closing down or stock clearance sales.

MAIL ORDER HOTLINE: PHONE 071 580 4259

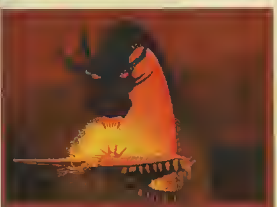
NOW OPEN IN SLOUGH : 0628 604555 :

ART GALLERY

We're constantly amazed by the artistic skills and ingenuity of CU readers. Art Gallery is here again to show off the best of the bunch. This month's pick highlights three talented artists.



LOOKING AT TROUBLE This fierce picture of a roaring tiger shows some excellent skills and colour choice. Framed in *D-Paint IV*, 16 colour medium resolution, by Steven Richardson of Sale Moor, Cheshire, is this fine animal picture.



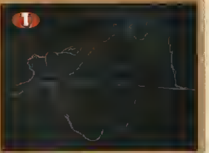
DANGEROUS DRAGON Hotter than the pepper and burning brighter than the tiger is this painting of a pair of flaming reptiles. Drawn by Richard Morley of Oxfordshire, using *D-Paint II*, it was inspired by the cover of a copy of 'Dragon', the role-playing games magazine.

SHOW IT OFF!

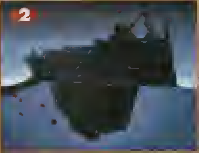
If you have a picture you consider worthy for inclusion in the Art Gallery, send us an IFF disk showing your drawing at several stages of construction, as well as in its completed glory. Please include a description of how you produced the effects displayed in each shot – your advice could help and inspire others.

Send your Disk to: CU Gallery, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

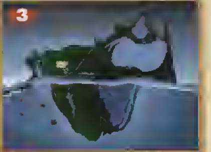
MAKING A SPLASH Sergio Percibelli of Peterborough recreated this piece from a painting by Toshikuni Ohkubo using *D-Paint III* in low res, 64 colour mode.



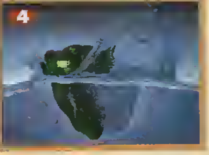
1 To begin with the main areas were outlined



2. The background colours were added with a large square brush. The airbrush was then applied to the areas displaying marked contrast



3 At this point Sergio concentrated on the pepper. The highlight is particularly important if a sense of roundness is to be achieved. Note that, to the left of the pepper, a reflection has been added



4 The drawing is finished! With more detail on the bubbles and the splash (including the reflection of the pepper) we can see just how convincingly a three dimensional object in motion can be portrayed. Sergio took about 13 hours on the drawing – time well spent in CU's opinion.

EXPLOSIVE
EXPLOSIVE

DYNAMITE COMPUTERS

A1200's
Limited Stocks
CALL
NOW!

AMIGA A500 PLUS

1Mb A500 version 2 04 complete with leads, p s u etc

ONLY £254.95

Above with 2Mb Ram £279.95

AMIGA A600 FD

1Mb A600 complete with leads, p.s.u. etc.
PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £254.95

Above with 2Mb Ram (Expansion includes clock)

£284.95

THE WILD, THE WEIRD & THE WICKED
A600 Value Pack from Commodore includes Deluxe Paint III, Formula 1 Grand Prix, Putty and Pushover
PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £309.95

Above with 2Mb Ram (Expansion includes clock)

£339.95

AMIGA A600 HD

1Mb A600 with 20Mb Hard Drive
PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £424.95

Above with 2Mb Ram £454.95

EPIC/LANGUAGE PACK
A600HD Value Pack from Commodore includes Deluxe Paint III, Epic, Myth, Rome and Trivial Pursuit
PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £439.95

Above with 2Mb Ram (Expansion includes clock)

£469.95

A600 80Mb HD PACK

DYNAMITE EXCLUSIVE
1Mb A600 with built-in 80Mb Hard Drive Complete with leads, etc.

ONLY £499.95

Above with 2Mb Ram (Expansion includes clock)

£529.95

AMIGA 1500

Latest 1Mb 2 04 version complete with mouse, leads, etc (requires modulator for TV use)

ONLY £479.95

1500 HOME ACCOUNTS PACK
As above plus The Works - Platinum Edition, Home Accounts, Toki, Elf, Puzznic & DPaint III

ONLY £524.95

AMIGA 3000

Latest V2, 25MHz, 2Mb Ram, 52Mb Hard Drive, 3½" Floppy
Complete with Wordworth 1 1 and Amiga Vision
PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £1299.95

Above with 105Mb Drive

£1479.95

AMIGA 4000

New multi-media system 6Mb Ram, 40Mb HD, AmigaDOS 3.
PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £1979.95

Above with 120Mb Drive

£2099.95

A570 CD ROM

CD Drive for A500/A500+
Super low price

ONLY £259.95

CDTV

CDTV complete with Infra-red remote, leads, etc.

ONLY £354.95

CDTV MULTIMEDIA PACK
As above plus keyboard, infra-red mouse, 3.5" drive, Workbench Disks, Welcome CD

ONLY £439.95

MONITORS

GOLDSTAR 14"

TV Monitor complete with remote control & sleeptimer

ONLY £154.95

Amiga cable for above £4.95

PHILIPS 8833 MkII

Simply the best value stereo colour monitor UK model complete with 1 years on-site maintenance

ONLY £209.95

Amiga cable for above £4.95

Lotus Turbo Challenge 2 £6.95
(when bought with 8833)

CBM 1084S

Commodores official stereo colour monitor for the Amiga

ONLY £174.95

Amiga cable for above £4.95

CBM 1935

14" SVGA colour monitor 28 Dot Pitch
A MUST FOR A3000/4000

ONLY £254.95

Amiga cable for above £4.95

CBM 1960

14" Multiscan SVGA colour monitor 28 Dot Pitch

ONLY £409.95

Amiga cable for above £4.95

MONITOR ACCESSORIES

A4 Copy Holder	£3.99
14" Monitor Dust Cover	£3.99
12/14" Screen Filter	£6.99
14" Tilt & Swivel Stand	£9.99
View Centre/Monitor Stand	£24.95
View Centre/Control Centre	£29.95

FLOPPY DRIVES

CUMANA CAX 354

Reputation speaks for itself

ONLY £49.95

POWER PC880E

Solid Drive with anti-click

ONLY £49.95

ROCTEC ROCLITE

New supersiim drive now with anti-click & virus checker

ONLY £54.95

POWER PC880B

With anti-click, virus checker and built in blitz copier

ONLY £59.95

HARD DRIVES

GVP HD8 A500

52 Meg Hard Drive	£319.95
80 Meg Hard Drive	£369.95
120 Meg Hard Drive	£409.95
Additional 2Mb Ram for above	£39.95
Additional 4Mb Ram for above	£79.95
Additional 8Mb Ram for above	£99.95

GVP A530 COMBO

52 Meg Combo	£639.95
80 Meg Combo	£659.95
120 Meg Combo	£729.95
213 Meg Combo	£919.95

GVP HC8 1500/2000

52 Meg internal	£244.95
80 Meg internal	£329.95
120 Meg internal	£394.95

Ram upgrades available for A530 Combo and HC8 Internal - Phone for details

WITH OUR PRICE BLASTER PLEDGE WE CANNOT BE BEATEN ON PRICE-ORDER NOW

9am – 8pm ORDER HOTLINE...

0234 214212

MAIL ORDER BARGAINS START HERE!

1

£5 Price Blasters Pledge

Over the past year we have continually provided the best possible price coupled with the best possible service. That's why commencing from November we are introducing the Price Blasters Pledge.....

*In the unlikely event you are able to purchase any advertised item cheaper elsewhere we will not only match that price but will also send you a £5 Gift Voucher with our compliments**

*Subject to terms and conditions of sale (see page 4)

MEMORY/CHIPS/SPARES

RAM EXPANSION

A500 ½ Meg no Clock	£14.95
A500 ½ Meg with Clock	£17.95
A500 Plus 1 Meg Expansion (upgrades A500 Plus to 2 Meg)	£37.95
A600 1 Meg Expansion no Clock	£29.95
A600 1 Meg Expansion with Clock	£34.95

ROM SHARER/ROM

Keyboard Rom Sharer	£16.99
Keyboard Switchable Rom Sharer	£19.99
ickstart 1.3 Rom	£24.99
ickstart 2.04 Rom	£38.99

EXTERNAL RAM UPGRADES

Made by Power Computing expandable up to 8 Meg, fully auto-config with thru-port. Suitable for any A500/A500+

2 Meg Ram Board	£104.95
4 Meg Ram Board	£164.95
8 Meg Ram Board	£279.95

AMIGA CUSTOM CHIPS

A 8520A	£6.99
Super Denise	£30.99
Fatter Agnes 8372A	£29.99

ESSENTIAL SPARES

V Modulator	£24.95
Replacement Power Supply	£34.95
Replacement Internal Drive	£39.95
Replacement Quality Mouse	£9.99
Mouse/Joystick Switcher Box Unit	£9.99

STAR PRINTERS

LC-20

9 Pin Mono, 180/45 CPS

ONLY £116.95

LC 100 COLOUR

9 Pin Colour, 180/45 CPS

ONLY £149.95

LC 24-100

24 Pin Mono, 192/64 CPS

ONLY £164.95

LC 200 COLOUR

9 Pin Colour, 185/45 CPS

ONLY £166.95

LC 24-20

24 Pin Mono, 180/60 CPS

ONLY £176.95

SJ 48 INKJET

True LQ Printer, 100 CPS

ONLY £194.95

LC 24-200

24 Pin Mono, 220/55 CPS

ONLY £196.95

LC 24-200 COLOUR

24 Pin Colour, 220/55 CPS

ONLY £239.95

CITIZEN PRINTERS

120D+

9 Pin Mono, 120/25 CPS
2 year guarantee

ONLY £107.99

SWIFT 9

9 Pin Mono with colour option, 160/40 CPS
2 year guarantee

ONLY £159.99

Colour version £166.95

SWIFT 200

24 Pin Mono with colour option, 180/60 CPS
2 year guarantee

ONLY £189.99

SWIFT 200 COLOUR

24 Pin Colour, 180/60 CPS
2 year guarantee

ONLY £219.95

SWIFT 240

24 Pin Mono with colour option, 200/66 CPS
2 year guarantee

ONLY £249.95

SWIFT 240 COLOUR

24 Pin Colour, 200/66 CPS
2 year guarantee

ONLY £264.95

ESSENTIAL PRINTER ACCESSORY PACK

- Amiga to Printer Cable
- 500 sheets continuous paper
- Universal printer stand
- Printer driver disk

ONLY £9.99
when purchased with printer

TURN PAGE FOR MORE BARGAINS

BEST POSSIBLE ADVICE, BEST POSSIBLE SERVICE & BEST POSSIBLE PRICE—ORDER NOW

9am – 8pm ORDER HOTLINE...

0234 214212

CHECK OUT OUR TOP 20 OVERLEAF!

DYNAMITE

SERIOUS SOFTWARE & HARDWARE APPLICATIONS

SCANNERS

Award winning Power Scanner with latest version 3 0 software

Extra value pack 1. Includes Wordworth V1.1 Word-processing Package (RRP £129 95)
ONLY £99.99

Extra value pack 2. Same Scanner Including Paint Pack comprising Deluxe Paint 3 and Photon Paint 2 (RRP £139 95)
ONLY.. .. £99.99

Colour Scanner available with either of above packs
ONLY . £239.99

MUSIC

Music X Junior	£9.99
Music X Vers 1 1	£17.99
Pro Midi 4 Port interface	£14.99
Rombo Megamix	£24.99
GVP Sound Studio	£49.99

VIDEO

Scala 500	£69.99
Scala Professional	£179 99
Take 2 (New enhanced vers)	£39.99
Vidi-Amiga 12	£74.99
Vidi-Amiga 12 + Megamix	£96.99
Rocgen	£84 99
Rocgen Plus	£114 99
Rocgen Rockey	£264.99

ART

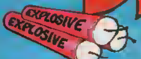
Deluxe Paint II	£4.99
Deluxe Paint III	£9.99
Deluxe Paint IV	£54.99
Spritz Paint	£4.99
Photon Paint.	£4.99
Photon Paint 2.	£9.99

WORD PROCESSING/DTP

Kindwords Version 3	£34.99
Final Copy 2..	£59.99
Wordworth Vers 1.1 (Special Purchase)	£39.99
Pagesetter 2	£39.99
Pro Page Professional	£124.99
Saxon Publisher	£179.99

UTILITIES/BACK-UP

X-Copy Professional (Includes Cyclone cartridge)	£29.99
Action Replay – Latest vers	£54.99
Amiga Release 2	£76.99
Blitz Amiga	£18.99



ESSENTIAL ACCESSORIES

3.5" DS/DD DISKS

Bulk quality disks, 100% certified, complete with labels

Box of 50	£19.99
Box of 100	£37.99
Box of 200	£69.99
Box of 500	£159.99
Box of 1000	£319 99

Branded precision disks made by top manufacture Dysan All boxed in 10's complete with labels, shrink wrapped – top quality

Box of 10	£4.99
Box of 20	£9.49
Box of 50	£22.99
Box of 100	£42.99
500 Disk Labels	£4.99
1000 Disk Labels	£7.99

DISK ROXES

10 Capacity Disk Box	£1.29
40 Capacity Lockable Box	£3.99
80 Capacity Lockable Box	£5.99
90 Capacity 'Banx'	£7.99
150 Capacity 'Posso'	£15.99

CONTROL CENTRES

Manufactured by Premier Micro's – the leaders in solid control centres Made from sheet steel and epoxy coated to match A500/A600

Comprises of monitor platform plus shelf to store extra drives, etc A500 version complete with extension leads for joystick/mouse ports.

A600 version	£27.29
A500 version	£32.99

MICE & TRACKER BALLS

Squik Quality Mouse	£9.99
Roctec Mouse	£12.99
Golden Image Happy Mouse	£18.99
Golden Image Brush Mouse	£23.99
Naksha Mouse	£23.99
Golden Image Optical Mouse	£28.99
Zydec Trackerball	£28.99
Golden Image Crystal Trackerball	£35.99
8mm Mousepad.	£3.99
Optical Mouse Mat	£8.99

QUALITY JOYSTICKS

QUICKJOY

SV119 JUNIOR TURBO 6 micro switches, twin fire	£3.99
SV123 SUPERCHARGER 6 micro switches, autofire	£7.99
SV126 JETFIGHTER 6 m/s, pilot grip, auto, S/M.	£9.99
SV125 SUPERBOARD 10 m/s, stopwatch, variable A/F, S/M	£14.99
SV129 FOOTPEDAL Ideal for Flying/Driving	£19.99
SV133 MEGASTAR Steel Shaft, 7 m/s, A/F, S/M	£19.99
SV127 TOPSTAR 6 m/s, Pistol Grip, Heavy Duty	£16.99

BONDWELL – QUICKSHOT

QUICKSHOT 1 Basic Leaf Switch	£3.49
QUICKSHOT 2 Pistol Grip – Classic	£4.99
QUICKSHOT 2 TURBO Microswitch version	£7.99
APACHE Leaf switch, Pistol Grip	£5.99
PYTHON 1M Super Pistol Grip with m/s	£8.99

CHEETAH

NEW CHARACTERSTICKS RANGE

Choose from BATMAN RETURNS, TERMINATOR 2, ALIEN 3 AND BART SIMPSON Comes complete in amazing "MOVIE SET" GIFT BOX – IDEAL GIFT RRP £14 99 – SEE DIEGO'S SUPERSAVERS

CHEETAH 125+ Industry standard, robust l/s	£6.99
MACH 1 Robus Microswitch, steel shaft	£9.99
STARPROBE Superb handling, m/s, steel shaft	£11.99
THE BUG Beautiful! Available in green/black	£10.99
BOLLISTICK Ergonomic hand held, gives NES/Megadrive owners a run for their money	£6.99

SOFTWARE

TOP 20 CHARTBUSTERS

1	SENSIBLE SOCCER	£17.99
2	ZOOL	£17.99
3	CIVILIZATION	£24.99
4.	MONKEY ISLAND 2	£26.99
5	PUSHOVER	£17.99
6	FORMULA 1 GP	£24.99
7	PREMIERE	£21.99
8.	BEAST III.	£20.99
9	DUNE	£21.99
10.	ADDAMS FAMILY	£17 99
11.	FALCON	£10.99
12	MAN UTD	£5.99
13	PGA TOUR+	£20.99
14	TEAM SUZUKI	£5.99
15.	GRAHAM TAYLORS	£17.99
16	WIZZKID	£17.99
17	ESPANA GAMES '92	£20.99
18	SPACE CRUSADE	£17.99
19.	COOL CROC TWINS	£17.99
20	STRIKER	£17 99

EDUCATIONAL

FUN SCHOOL 2

Under 6	£6.99
6 to 8	£6.99
Over 8	£6.99

FUN SCHOOL 3

Under 5	£14.99
5 to 7	£14.99
Over 7	£14.99

FUN SCHOOL 4

Under 5	£14.99
5 to 7	£14.99
7 to 11	£14.99

KOSMOS LANGUAGES

French Mistress	£13.99
German Master	£13.99
Spanish Tutor	£13.99
Italian Tutor	£13.99

SUPER VALUE PACK

All four languages	£29.99

NONE OF OUR COMPETITORS COME CLOSE–WHY PAY MORE?–ORDER NOW

9am – 8pm ORDER HOTLINE...

0234 214212

DYNAMITE BLASTS AWAY THE COMPETITION

3

COMPUTERS

CHECK OUT DIEGO'S TOP 10 Christmas Supersavers

1 CHEETAH CHARACTERSTICK JOYSTICK
The perfect gift, available as either
★ Batman Returns ★ Terminator 2
★ Alien 3 ★ Bart Simpson
Complete in movie set gift pack! ONLY £8.99

2 TAILOR MADE AMIGA 500 DUSTCOVER
A steal at just... £1.99

3 DISK ACCESSORY PACK
★ Box of 10 branded precision disks
★ 40 capacity lockable disk box
★ 3½" disk drive cleaner kit
ALL FOR ONLY £8.99

4 GFA BASIC (RRP £49.95)
Essential for programming
£3.99

5 6mm QUALITY MOUSEPAD
At this price you can't go wrong
£1.29

6 SEGA MEGADRIVE
Basic console with joypads & p.s.u.
£99.99

7 ZIPSTICK SUPERPRO JOYSTICK
Simply the best autofire joystick on the market
ONLY £9.99

8 ASTRA TEN GAME PACK
★ Datastorm ★ Dungeon Quest ★ E-Motion ★ Grand Monster Slam ★ Powerplay ★ RVF Honda ★ Shufflepuck Cafe ★ Soccer ★ Tower of Babel
ALL 10 GAMES FOR ONLY £14.99

9 CARTOON CLASSICS GAME PACK
★ Bart Simpson ★ Captain Planet
★ Lemmings
£14.99

10 AMIGA 1.3 BUSINESS PACK
PRO WRITE 2.5 (Wordprocessor)
MAXIPLAN (Spreadsheet)
INFOFILE (Database)
ONLY £24.99

HOW TO ORDER

Call us NOW on
0234 214212

Send Cheque or Postal Order to
DYNAMITE COMPUTERS
Dynamite House,
44a Stanley Street, Bedford
MK41 7RW

NB Please write cheque guarantee card number on the reverse of cheque to ensure same day clearance (cheques without card number subject to 10 day clearance)
Call into our showroom for a fast and friendly service

Retail/Queries 0234 364428

DELIVERY CHARGES*
£2.95 for orders less than £100
£4.95 for orders over £100
Next day express service £7.50
Saturday delivery only £15.00
*Charges applicable to UK mainland only

PLATINUM SERVICE CARD
Only £19.99!

Features:
- Next day courier delivery
- 30 day exchange for new
- 1 year guarantee giving free collection and delivery should a fault occur

TERMS & CONDITIONS:
- Price pledge only applicable to individual items over £50 where the price differential exceeds £1
- Price pledge applicable to goods on a like-for like basis and currently stocked by competitor
- Gift voucher may not be redeemed for cash. May only be used in future purchase where normal delivery charges will apply
- Goods all subject to availability, E&OE
- All prices subject to change without notice
- Platinum card is non refundable and covers only one item
- This does not affect your statutory rights

ORDER FORM

Name
Address
Postcode Tel
Access/Visa No / / /
Expiry date /
Goods ordered
Delivery
Total

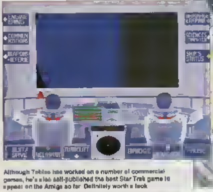
WE GUARANTEE YOU CAN'T BUY CHEAPER THAN DYNAMITE–ORDER NOW

9am – 8pm ORDER HOTLINE...

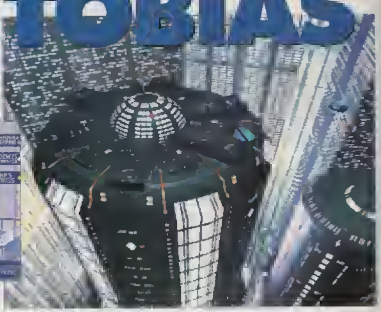
0234 214212

GO ON TREAT YOURSELF!

THE AMAZING TOBIAS



Although Tobias has worked on a number of commercial games, he's also self-published the best Star Trek game to appear on the Amiga so far. Definitely worth a look



This stunning Blade Runneresque drawing was just one of many excellent pictures included on a Crusaders' compilation disk of Tobias' work.

AMAZING ANIMS

Living in a computer-generated world populated by 3D renderings of the USS Enterprise, X-Wing fighters and anything else with a sci fi theme, Tobias Richter has helped reinvent the Amiga's already awesome graphics and animation capabilities. CU Amiga readers will already be familiar with Tobias' work as his Public Domain disks frequently crop up in PD Scene and, just as regularly, get voted demo of the month. If you haven't come across his stuff before, then you really are missing out on some classy state-of the-art animations. The spectacular images we've reproduced here look a thousand times more effective when they're part of a 3D animation. Imagine the USS Enterprise warping across the galaxy, blasting away with its photon torpedoes at a gigantic Klingon battle ship or a squadron of X-Wing fighters on a bombing run across the Death Star and you'll get an idea of what I mean

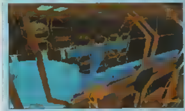
Nearly all Tobias' work revolves around a sci-fi theme, and this usually means Star Trek in some form or other. As Tobias explains 'I'm very much into Star Trek. It's a great show, promoting universal peace and co-operation between races. It's probably the best sci-fi show ever created. My best known work revolves around the show – but that's not all I produce. I've done things like a motorway car chase, zooming in and out of a 3D Pool table [Archer McLean eat your heart out!], some Blade Runner-type graphics, commercial games videos, and lots of other stuff besides. It's probably true, though, that I put more effort into the Star Trek stuff just because I'm so interested in the series and the folklore that's grown up around it.'

Tobias' Star Trek work has even come to the attention of some members of the original cast of the show. At a Trek convention in the Bavarian town of Nurnberg last year, James Doohan (Scotty) was very impressed with Tobias' stunning animations and Walter Koenig (Checkov) has even signed him up to do some computer animations for Moontrap 2, a new sci-fi movie due for release in early '94. 'I'll be doing the animation for the space ship computer displays. Lots of graphs, radar – that sort of thing.'

LOST IN SPACE

Tobias' latest release, Space Wars, is a huge 150Mb animated movie he's transferred to video tape and which is on sale from 17-Bit in this country. We've got a full review of it elsewhere in this feature, and it really is a breathtaking piece of work

The U.S.S. Enterprise has figured in many of Tobias' animations and static screens. Above are two stages from one such shot and which amply demonstrate the German artist's attention to detail



This stunning sequence of shots is available from most PD libraries and shows the USS Enterprise leaving dry dock

WORLDS OF... RICHTER

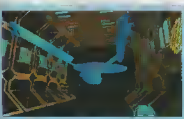
In the first of a series of exclusive interviews with some of the top creative people currently using the Amiga, Dan Slingsby takes a look at the brilliant 3D animations of Tobias Richter.

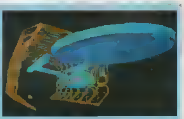
Imagine the money that the BBC could save if they just employed Tobias to do all their special effects...

that took the German-born animator months to produce. 'It's most definitely my finest work to date. I'm very proud of it. I thought the Death Star sequence at the end of the first Star Wars movie was brilliant and I set myself the challenge of creating its computer equivalent. It's not just a straight copy, as I've included lots of other things besides. I mean, the original movie certainly didn't have the USS Enterprise making an appearance and the humour I've included is a bit warped, too.' This involves things like a Coke can replacing the bomb that finally destroys the Death Star and some Robin Reliant like samples for the engine noises of the space ships.

'I've done a couple of other videos, too,' explains Tobias. 'The first one is a Trek-based movie, lasting 8 minutes, involving the Enterprise engaging a Klingon cruiser. It's a little like Space Wars, but not as good, as I created it more than two years ago. The other video, Mouse Track, was a demo reel I made for the German distributor of *Reflections*, an excellent 3D animation package that I use for most of my work. I made it together with a friend in just under one month. It's about five minutes long and features a mouse and trackball in a sort of 'Tom & Jerry' chase. The only way I can get my more complex work to a wider audience is by using video. Floppy disks just cannot handle the amount of memory these things take up – my latest project would fill more than 200 floppies!'

But it's not only movies that Tobias is moving into. He's already done a handful of commercial animations for industry and TV – including nearly all the animations for the German equivalent of Spitting Image called 'Hurra Deutschland'. 'I'm currently working on a big animation for another German TV show,' mentions Tobias. 'It will be about 30-40 seconds long, and be in 24-bit. It's going to be used as an intro for a one-hour show ➢


Travelling slowly past the various hangars, the star ship gradually emerges from its refit for adventures anew


Fans of the Star Trek movies might well recognise this scene, as it's based on the first movie when Kirk commandeers the ship to go boldly once more.

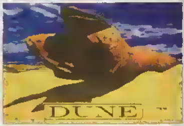
IT'S LIFE JIM, BUT NOT AS WE KNOW IT...

Tobias is a fanatical follower of Star Trek. Here he is after some recent plastic surgery

Tobias currently lives and works in Cologne, Germany. Still only 25 years of age, he bought his first Amiga in 1986 and, three years later, upgraded to an A2000. He chose the Amiga over the then popular ST because of the graphics capability of the new machine. 'When it first came out, the A1000 was a revelation. No other machine could touch it for its graphic prowess. I currently run an Amiga 2000 with lots of stuff bolted on including a 68030 board, a 40Mb hard disk, 9Mb memory, a flickerfixer, a 17" Eizo monitor and lots more besides. On the software front, I mainly use *Reflections, DPaint IV, Art Department, Scala* and *Videoscape*, although I'll take a look at almost anything else and use it if it's any good.'

Over the years, Tobias has pumped out a steady stream of PD animations and slideshows, commercial games and even videos. His first published work appeared on his own AGAtron label and were simple slideshows and basic animations created using *DPaint* and *Videoscape*. The AGAtron label now boasts a collection of over 90 disks, most by Tobias himself, although he has collaborated with other users from time to time. 'It's impossible to list them all, as I've lost count of the exact number and even wiped some of them from my hard disk. Most work with 2Mb of memory, although all my new stuff is much more memory-intensive.'

'For most of my 3D animations I use *Reflections* and *Reflections-Animator*. That's a German raytracing package – very powerful and fast. At the moment, I render most of my anims in DCTV format. I use *Deluxe Paint IV* for creating the textures and sometimes for postproduction. Besides that, I use *Art Department* for picture conversions and *Scala* for the animation playback. In some cases, I still use *Videoscape*, which I noticed you gave away on a recent coverdisk.'



about comics and show a space ship from outer space travelling through the solar system to Earth.'

If all this wasn't enough, he's also recently written a book and regularly writes for most of the German Amiga magazines. And then there is his games work. Tobias has provided the graphics for a wide variety of games, including *Oil Imperium*, *Cubulus*, *Bon Voyage*, *Conquestador*, and *Bundesliga Manager Professional*. Phew! Where does this guy find the time?!

NEW MACHINES

Like most other users, Tobias is a tad impressed with the A4000. 'Yes, a wonderful machine. Commodore were losing out to the PC, but this new machine has nudged them ahead yet again. It's excellent for graphic artists, although the lack of professional monitor functions is a real drawback. They should have spent a bit more money on a real flicker-fixer. That aside, the Amiga is now a much more attractive option than a PC. You have to pay an awful lot of money for genlocks and graphic cards on the PC and these are much cheaper on the Amiga. And, of course, the Amiga's multi-tasking capabilities and the incredible amount of specialized software make it the number one choice for me.'

The CDTV also holds some interest for our German-born animator. 'The CD medium is a very interesting area, especially for animations,' confides Tobias. 'One of the problems with the CDTV, though, is the incredibly slow processor and the slow access time of the CD drive. I'm waiting for a writeable (and affordable) CD drive – that would be a great help in creating professional animations. If you consider that one frame in Videoresolution and 24-bit normally takes up 1Mb then it certainly makes sense. With 25 frames per second, a CD would be the best storage medium for that much data. I'm not sure that Commodore have got it right with the CDTV, but I'll reserve my judgement until CDTV2 comes out next year.'

So what of the future? 'I plan to start working on real workstations next year – either on my own or at another company. But it's VERY expensive to get into the professional animation market. You have to pay at least £20,000 to get the equipment and the software to run on it. And you also need the necessary video equipment, too. But I'm not giving up on the Amiga as I think it's a great machine and I'll probably still be using it years from now.' Let's hope so.

SPACE WARS

Using the combined muscle of five separate Amigas, taking up more than 150Mb of disk space, and presented on a stunning five minute video, Tobias' latest project is a Star Wars-style dogfight involving Imperial Cruisers, the Millennium Falcon, and X-Wing and Tie-fighters in a fight to the death. There's even a special appearance of the USS Enterprise, which materialises in deep space and sets about the Imperial forces with its photon torpedoes.

With an optional sound track, it's hard to believe that this is just an animated movie. Anyone who's seen the recent PC screenshots of the forthcoming Lucasarts' game, *X-Wing*, will gag at the sight of Tobias' excellent 3D renderings. Other graphical treats include a charge through a meteor belt, a run past the Death Star's defences and a fly past by an Imperial Cruiser that beats anything you've seen in the original movie. If you're after state-of-the-art ray-traced animation or just want to see what the Amiga is really capable of, then you just have to buy this video. It's available from 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, WF1 1DH. It costs £11.95 plus 75p P&P.

FIRE
FIRE
TARGET
LOCKED
FIRE
FIRE

As your X-Wing fighter closes in for the kill, your HUD display signals you've locked on for a kill. Simply press the trigger and this guy is so much space dust. These simple graphic displays might be easy to pull off, but they do add immensely to the atmosphere of the movie.

These video grabs don't really do the Space Wars movie much justice. The animation is absolutely stunning and you'll soon forget that you're watching a computer-drawn animation instead of a live-action sequence.

CUT, TICK & POST.....CUT, TICK & POST

Telephone or Fax Hotline (0702) 466933

PD Soft (CU44) 1 Bryant Ave, Southend-on-Sea, ESSEX, SS1 2YD

EDUCATION

[illegible]

VIDEO PRODUCTION

[illegible]

VARIOUS UTILITIES

[illegible]

ERIC SCHWARTZ

[illegible]

GAMES

[illegible]

CLIP ART

[illegible]

STAR TREK

[illegible]

DEJA VU SOFTWARE £4.99

[illegible]

TOP DEMO DISK CHART

[illegible]

THE KEY

[illegible]

ORDERING BY POST [illegible]

TELEPHONE ORDERS [illegible]

COLLECTING DISKS You can now collect any disks of our [illegible]

EUROPEAN ORDERS [illegible]

INTERNATIONAL ORDERS [illegible]

NAME					
ADDRESS					
POSTCODE		A/C No		TELEPHONE	
AMIGA PLUS OWNERS [illegible]	CREDIT CARD NUMBER (MASTERCARD or VISA)	EXPIRY DATE		TOTAL PD PRICE	
				TOTAL P&P	

300 Pagestream Fonts [illegible] Special Price: £29.99 Europe's Largest Font Set

100 Adobe Type 1 Fonts [illegible]

PRICES ARE PER DISK	
1	£3.00
2-5 Disks	£2.75
6-10 Disks	£2.50
11-20 Disks	£2.00
21-50 Disks	£1.75

ACCESSORIES [illegible] MOUSE PAD [illegible] DISK LABELS [illegible] DISK BOXES [illegible]

COMPLETE FRED FISH [illegible] £5.99

CATALOGUE DISKS [illegible] over 6,000 disks [illegible] £1.50

Any other disks or Budget Software

TOTAL PRICE £

PD-SOFT NOW STOCKS IBM-PC PD PHONE FOR A PRINTED LIST or AN UPDATE

United Public D

The innovators

M
E
R
R
Y

X
M
A
S

THE BEST SELECTION OF PD IN THE UK

GAMES

PG001/2 ADVENTURE SOLUTIONS Excellent !
PG003 AIR WARRIOR Good flight Sim +
PG006 ANTEP F SLOT CARS role playing game+
PG008 ASI 1 Farm, Rollerpede, Amatris Amigoids etc+
PG009 ASI 2 Invaders Bally Z Missile command etc+
PG010 ASI 3 Megaball F Drip Superb F
PG011 ASI F Frogger Car Moto Cracker Jumpy etc+
PG012 ASI 6 Reel Go Lively F Retaliator+
PG01F ASI F Pacman Downhillchallenge Wafers etc+
PG0 F ASI 1 Mombass Pac,Nightworks Clauderunner F
PG0 F ASI F Airace2 Hball,Snakepit & Numberlumpers+
PG01A ASI F Pearures Battle pong 1 Blizzard! +
PG011 ASI 10 Escape, Pipeline Pickout F Sys!+
PG01F ASI 1F Dad, Canno+ Reverse 1 gears F Trippin+
PG01F ASI 1F Llamatron Car Powerpong Pebil+
PG020 ASI 1F Tyrinis, Squamble Black 8,Ball etc+
PG021 EPIC A1AC Really playable ! +
PG024 BLACKJACK Good card game !+
PG026 CASTLE OF DOOM Excellent Get F +
PG028 COLOSSUS A WORLD 1ab adventures !+
PG029 CROSSWORD COMPILER As it says !+
PG031 DARFS1AFF Spec emulated adventure!+
PG032 DRAGONS CAVE D&D style game Mega!+
PG034 ETERNAL ROME Strategy F DOMINOES+
PG046 HACK Green text adventure-intecam style! +
PG047 HOLLYWOOD TRIVIA Rice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+
PG051 KILLER CARS Great Road +ecters game!+
PG053 LARN A superb text adventure game +
PG0 1ORE OF CONQUEST space trading D&D game
PG062 MENTAL IMAGE 1 Gridrunner invaders 1 rebound+
PG066 NO MANS LAND !+ tech war game shoot em up +
PG071 POM POM GUNNER Like beach-head on the 64+
PG072 PROPERTY MARKET Become 1 millionaire !!!
PG073 REPHAELS REVENGE Turtle game in SEUCK!+
PG01F RETURN TO EARTH Elite space trading game! +
PG01F SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +
PG080 SERENE Good quality shoot up!+
PG081 SERENE F Parker up to the above game +
PG085 STARFLEET Nice game done in SEUCK!+
PG094 TRAIN CONSTRUCTION SET make your own track!+
PG1A1 THE INSIDERS CLUB Stocks F shares game
PG1 WET BEAVER GAMES Version M pong game!+
PG1 WIZZY'S QUEST Fun arcade adventure game!+
PG108 ASI 1F ChinaChallenge2 F Amiga Columns!+
PG11F SUPER SKOOP CHALLENGE Nice car racegame!+
PG1F1 AS00+ GAMES PAC1 F1 games to run on 1 plus+
PG1FF TOTAL WAR Great new Risk type game,ok plus!+
PG125 CARD SHARP F fab card games! +
PG127 PIPMANIA Super platform game from Ashinere +
PG1F1 ATLANTIS A nice looking strategy game! +
PG132 ASI 1F Battlecars Lettrix F Mumbleworld
PG133 ASI 1F Wastelands, Mission X, Pacman +
PG134 ASI 17 Tomcat, Defender Jetman Bugblaster+
PG135 ASI 1F Henry in Panic Skyflyer Omega race+
PG13F ASI 18 Growth FractalFrenzy Biplane 8 more!+
PG136 BATTLE OF BRITAIN 1 WAR strategy war games+
PG138 DUNGEONS OF MADROL Excellent D&D game+
PG140 MIND GAMES Stacks of fun with this !
PG141/3 SWORD OF WARLOCK RPG adventure fairview
PG144 REVENGE OF MUTANT CAMELS Classic shootup!+
PG145 ASI 2 Microbes Hollywood 1 mo Corn drop +
PG111 A NIGHT AT THE TOWN Witty text adventure+
PG153 WAR very good 1 strategy arcade game+
PG155 ASI GAMES 21 Zeus Tetris Battlements Dragonflies+
PG156 ASI GAMES 22 1emmingoids,Wizzys quest Dual etc+
PG1F1 ASI GAMES 23 Quak money FIP Interferon Arcadia+
PG159 PORK A PORK Pop the balloons F stop the Battle+
PG164 GAME 1AMER F 3 joystick tester A 250 sheets+
PG166 RAID III Wicked new shoot'em up !!!! +
PG167 SERENE III From the author of Raid III+
PG169 ASI GAMES 24 Revenge Duc Crash 3d maze etc+
PG170 ASI GAMES 25 Mr Brick,Cappes hamerside F Type+
PG111 ASI GAMES 26 Superpacman 82 Smash by Ashere +
PG172 ASI GAMES F1 Addictive card games. Really good!+
PG174 AMOS CRICKET Shareware cricket game + or 2plr+
PG175 SPACEFEAX A 2 player shoot each other up games
PG178 FECHNOBAN GAME Quill A new puzzle game! +
PG177 HELLZONE Stunning R-type clone-GET THIS! +
PG11F MENTAL IMAGE F Three Excellent new games +
PG180 REL1OR 1 F nice game lemin M alien breed +
PG1F1 STRIKEBALL Baseball type game done in Amos +
PG182 ETHOS Simple graphical adventure Sinbad style +
PG183 CATACOOMBS A great D&D style game VG GFX +
PG184 PAPAL MISSION Very good Shootemup game +
PG186 RPI 28 Deady DrMario Invaders2 Mechanture+
PG1F7 ASI 29 DOG Reme, Nova, B-Bal Ata+ Quest!+
PG188 ASI 30 Bounce A Blast, Total Hog Punk attack!+
PG189 SPACE RESCUE Super scramble like shoot em up!+
PG190 TOP SECRET An excellent quality platform game!+
PG1A1 ACT OF WAR New space strategy game +
PG195 MAGNIE RIBLICE Yes + golf game for your Amiga!+
PG196 MASH THE POTATO Strange game written in Amos+
PG197 ANDYS AMOS GAMES F good games 1n here!+
PG198 AIRPORT Now you control an airport! +
PG199 CASHFRUIT Nice fruit machine game! +
PG200 A1L ROUNDER CRICKET New cricket game!+
PG201 APPLE CATCHER Simple fruit collection!+
PG202/3 IRON CLADS Good strategy war game! (2)
PG204 THRALL BOUND Text adventure with graphical+
PG205 SOCCER CARDS Football managing game!+
PG206 ASI 31 Arazmuz Crazy pipe, revolution etc+
PG2 1 ASI 32 Blob, Sector one F Firefighter! +
PG208 ASI 33 HyperballF Wert +
PG209 ASI 34 Frailblazer Yelp, Qbic Rushour! +
PG210 ASI 35 Pong, Snakepit, Cybernetix, etc+
PG211 ASI 36 Mother love Wonderland Kong etc!+
PG21F ASI 37 Flakeria Gheeship Pepper etc!+
PG213 ASI 38 One on One Bally Skyflyer2,Transplant!
PG211 LEOPARD OF LOTHIAN Superb Ultima type game!!+
PG2+F ASI 39 lots of card games!! +
PG21F ASI 40 Disk 111 of sliding puzzle games!+
PG217 ASI 1F Pacman deluxe Halfome Leap it etc!+

EDUCATION

PE001/5 EDUCATION SET science programs for ages F1+ +
PE006 KIDSPAINT Fab little talking colouring book+
PE001/8 LEARN F PLAY Maths spelling etc. 5-10 yrs +
PE009 STORYLAND F Save toyland from the witch! +
PE010 TOTAL CONCEPTS ASTRONOMY Book on 1 disk+
PE011 TOTAL CONCEPTS DINOSAURS Book on 1 disk+
PE0+F SIMON F SPACE MATHS Falling maths program
PE01F SPANISH, FRENCH, GERMAN TUTOR Translator +
PE01F TREASURE SEARCH find the lost treasure ! +
PE01A COLOUR THE ALPHABET learn letters F colours! +
PE01F TYPING TUTOR, Supersort Budget F Metalmeter! +
PE01F DUNKE DTP A sort of DeskTopPublisher for kids +
PE020 MATHS DRILL for the young includes speech!+
PE021/4 SCIENCE A series of scientific programs!+ (4)

BUSINESS

All ok on A1200 except PB0061
PB001 AMICASH bank management program+
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)
PB004 ASI LABEL PRINTERS F of the best+
PB005 BANKIF control your cheque book+ +
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+
PB008 DESKTOP PUBLISHER Simple to use +
PB009 FLEXYBASE DATABASE Address keeper+
PB01F JOURNAL Keep 1 eye of finances
PB011 MISC BUSINESS Geofime, Grocery list, Calc
PB01F QBASE Simple F field database
PB01F QED Simple F effective text ed+
PB01A RIM DATABASE Fully relational !!+
PB015 TEXTPLUS V2 50 The BEST Wordprocessor +
PB01F UPDIT ISSUE F NEW VERSION Text Editor+
PB017 VISICALC SPREADSHEET Simple to use+
PB01F WORDWRIGHT Wordpro with spellcheck+!! +
PB01F BUSINESS LETTERS contracts letters + more+
PB020 TEXT ENGINE FF NEW Version !!! +
PB021 AMIBASE PRO, Powerful easy to use Dbase +
PB022 BBASE A v5 F A fast A easy to use database+
PB023 FORMS REALLY UNLIMITED form creation prog!+
PB031 LAST WILL A TESTAMENT Just in case !+
PB025 EDWORD Brand new wordpro V good +
PB026 AGRAPH Superb Program graphing data +
PB027 BOILERPLATE Business letters F Wordpro +
PB028 LITTLE OFFICE Intergrated Word Spl,Dbase Gfx+
PB029 ADDRESS PRINT Good label printing program! +
PB030 THE MONEY PROGRAM Home accounting! +

UTILITIES

1 U002 F-GENE Good genealogy program +
PU003 A68K 68000 Assembler program
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU006 AMATEUR RADIO 1 Interest to radio hams +
PU01F ARP 1F Amigados replacement project! +
PU01F ASI GRAFFIX UTILS graphics converters etc+
PU01F ASI BOOT UTILITIES bootblock utilities! +
PU01F BIORYTHMS, BARCHART 2 Good programs+
PU017/20 C MANUAL II V11 learn to program A!
PU021 C-LIGHT RAY 1 RACER Good program+
PU022 CHEMESTHETICS molecule displayer +
PU036 CLIPPER BASIC COMPILER Just what you need!+
PU037 D-COPY The best PD disk copier F more +
PU038 DKW The forerunner to Sculpt 3D !!! +
PU040 DEMOLISHER +60 UTILITIES MEGA !+
PU047 DOPE INTRO MAKER Make your own Intros+
PU048 DYNAMITE FONTS II ColorFonts fontscheme
PU049 DYNAMITE FONTS More ColorFonts Fonts
PU051 ELECTROCAD DEMO circuit designer +
PU054 EXILE FONTS Excellent ColF fonts+
PU055 FONTS AND RAM MANAGER BIG video fonts+
PU060 FONTS A SURFACES Backdrops A fonts+
PU062 GRAPHICS UTILITIES Various misc programs+
PU063 HAMLAB Convert VGA PC >IFF/HAM +
PU064 HARDDRIVE UTILS MRBackup F FixDisk F more +
PU064 ICONMANIA Program icons A more !+
PU065 ICONS Gramm package with icons !+
PU067 IMPLODER V4 0 Megacrunching Util+
PU071 JR COMM 1 02 Modem users comms package
PU072 METALLION UTILS Font Editors F mega utils+
PU073/76 KING JAMES BIBLE Old&New testaments (4)+
PU01F M-CAD Home design package Excellent +
PU080 MESSY SID Read/Write PC Files, StiPart!+
PU083 MORSE PROGRAMS for the radio hams
PU086/7 NORTH C 1.3 (2) Complete C compiler A Rec+
PU088 NORTH C 1.3 This is the packed 1 disk version!+
PU089 PASCAL COMPILER needs + good CLI knowledge+
PU091 PRNDIF 200 MEGAUTILS An essential collection+
PU095 PRINTER DRIVER GENERATOR A new drivers+
PU096 PRINTER DRIVER UTILITIES Various utils etc.
PU097 PRINT STUDIO V1.25 Prints pics F text etc.+
PU108 QUOT A simple PD drawing package Very popular +
PU109/10 (F disk) Structured clipart for Ppage +
PU112/3 SOMETHING FOR NOTHING Video Utils&Fonts+
PU11F ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2)
PU124 ULTIMATE ICONS Contains icons! +
PU129/30 VIDEO APPLICATIONS Video utilities+
AU135 ZX SPECTRUM EMULATOR New with tutorial +
PU139 GRAPHICS CONVERTERS PC>Amiga gfx Converter
PU140 TYPE FRENCH 1 ile copier A utils Dos2 only
PU141/2 TAROT !! Learn about your stars !+
PU143 OPTIUTILS 1 Crammed full ! Get it+
PU144 OPTIUTILS F Get this disk too ! +
PU145 OPTICOMMS 1 Ncomm 1.921 Lharc, Zee Arc+
PU149 ELECTRONIC PROTOTYPER Veroboard designer
PU150 FOOTBALL LEAGUE ED Update league positions
PU1F1 BROTHERHOOD UTILS 1 Doopy Scenery Gen! +
PU152/55 CLIPART SET 1F Disks of the BEST clipart +
PU1A1 BUILT+PLOT Superb data plotting program ! +
PU168 GELIGNITE FONTS ColorFonts fonts+
PU170 F SPIFF Disk magazine maker +
PU171 OFFICOMMS F Ncomm F A more +
PU172 WORDPOWER Solve Anagrams/Crosswords+
PU11A ASTRO 22 professional astrology program! +
PU17F GELIGNITE FONTS II Excellent IFF fonts+
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windows&bench F Measuredit!
PU182 STOCK ANALYST Technical analysis program+
PU183 AMYGEN Excellent genealogy program!+
PU184 PROCALC V1 0 professional calculator!
PU185/8 COSMOPOLITAN FONTS (F) Packed with fonts+
PU186 TRONIK VIRUS KILLERS 21 virus killers F docs
PU1F1 LANDBUILDER fractal land generator+
PU192 SID F Get the 1 directory util !!! MEGA!+
PU197 MOPPO F Dpaint for Sprites F bobs+
PU198 VIDEO WIPES Masks A fades Dpaint 3/4 +
PU202 CYCLOPS Weird Plasma/fractal crawler 1 +
PU203 SCOPE 194 util F clips for Ppage
PU205 PC TASK Wicked PC Emulator Get ! !!! +
PU207 MULTISID Contains SID2 F Multidos(PC>AMIGA)+
PU208 ASI HANDYTOOLS F F mega compilation of utils
PU209 FRED FISH CATALOGUE contains 1 1SH 1 800 +
PU21F PCQ PASCAL Latest version of the Pascal compiler+
PU211 AMIGA PUNT F horse race predicting program!+ +
PU21F TEAM CHECK PLUS This is A pools prediction prog
PU213 RACE RATER Another horse rating program!! +
PU215 OPERATIONAFOP Superb shareware video thing!+
PU217 BROTHERHOOD UTILS F More utilities for the plus!+
PU21F WBHACKS+ Good collection of hacks for + owners+
PU221 225 F COLOR ICONS Hundreds of new icons +
PU226/7 C-EYES FONTS For use in Deal+1 WP etc (2) +
PU228 PROBABLY RIPPER Create disks easily with this!+
PU229 JPEG 21 bit graphics compression utility disk! +
PU230 MORE PRINTER DRIVERS Yes new printer drivers!+
PU231/5 PAGESTREAM FONTS 5 disks of super fonts!+ (5)
PU236/7 SCOPE 1 Adobe type fonts, F disks full! +
PU238/9 M O R C Mouse operated rune casting oracle !+
PU240 FREECOPY V1 F A powerful disk copying program! +
PU241 CALORIE BASE Useful for people on + diet!+
PU242 TEXTPLUS PROFESSIONAL A needs hard drive!+
PU21F ASPICE Circuit analysis program!+
PU244 BON APPETIT The ul + recipe database program! +
PU215/254 C MANUAL 1 latest version on 1F disks!!! (12) +
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+
PU263 LYAPUNOV Fabulous F unusual fractals!!+
PU264/5 OUTLINE FONTS For Pro page v3 ONLY!!+

ANIMATIONS

RA031 BASKETBALL A basketball player 1 Meg! +
RA038 ERIC S AMY VS WALKER Cult A story! 1 5M
RA040 ERIC S BATMAN vs JOKER Very funny!!!+
RA042 ERIC-S COYOTE STRIKES BACK 1mg tool +
RA043 ERIC-S MORE AEROTOONS Very witty !!!+
RA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+
RA046 FRANKLYN THE FLY Day in the life of 1 fly +
RA041 GYMNAST ANIM Gymnast swinging on bars! +
RA053/4 LIGHT CYCLES (2) Tron animation+
RA056 MAGICIAN II Good RT animation+
RA060 NEWTONS CRADLE RT animation +
RA065/66 REAL 3D (A) Superb of the program+
RA069 REAL THINGS HORSES DEMO Demo anim! +
RA072 THE JUGGLER F classic original demo!+
RA071 THE WALKER vs The Helicopter Mega !+
RA011 THE WALKER vs A2001 A classic + +
RA082 TIN TOY ANIMATION Ray traced !!+ soldier! +
RA085 JET ANIMATION Fractal Flight but better! +
RA086 TRACER ANIMATION full screen line flying anim! +
RA090 100 MPCH 3D Ship flys out of the Planet! +
RA091/3 GAS GUFFING STEAM & PETROL ENGINE (3)+
RA094 AMY JOGS WALKS 1 SNEEZE by Eric Schwartz! +
RA095 HOW TO RUN INTO A WALL by Eric Schwartz +
RA097 A SMALL STATION AT KHEPRINE New 1mg version+
RA098 EASTER ISLAND ANIM A neat fractal animation!+
RA099 APE AGILITY new ES anim very witty as usual+
RA100 VTOL CONTEST Check out this new ES anim ! +
RA1A1 DOLPHIN DREAMS Great Dolphin anim! 1
RA102 BATTLE OF BRITAIN Amusing short anim!+
RA103/4 KINGFISHER 2 Superb bird animations!+

AGATRON

Most ok on new A1200!
AGA01 RED LOTUS Spinning down the road Fantastic !+
AGA03 STAR TREK Shuttle fly past Great ! 1m +
AGA08 STAR WARS Fighter fly by! Impressive! 1m +
AGA1F STAR TREK Enterprise in dry dock Incredible+
AGA20 Huey F A helicopter leaving 1 landing pad +
AGA21 ENTERPRISE DOCKING WITH SPACE STATION+
AGA22 ENTERPRISE APPROACHING stunning anim 1 1M +
AGA23 FLEET MANOEVRE Stunning Animation! 1m +
AGA2F KELLER animation A Ping pong Great! 1m +
AGA25 THE RUN 1 superb car chase 1mg +
AGA31 PORSCHE anim hang out of bank 1 mg +
AGA33 PROBE bird of prey animation A Kingonhill 1m+
AGA35 SPACE PROBE great +film of probe zooming off! +
AGA36 BIRD OF PREY keep the loop animation 1m +
AGA31 TOBIAS DOES KNACKERS Check this out + 1m +
AGA38 TOTALLY WICKED +Shuttle A Enterprise (2 MEG)

POWERANIMS

PP021/2 ANTI LEMMINGS (2) That is Brilliant 2M
PP003 A1 THE MOVIES Cute anim of Amy squirrel 1 5M
PP008/1F PUZZEO (3) Great anim of wasp crashing! 2M
PP011 +F DATING GAME (F) Very witty! Get 1 F 5M!
PP01F GULF WAR Another ES production! Good 2M!
PP021/24 LANDING (A) Fabian Richter parvanim 4M!
PP0F5/21 STATION AT FHEFFR (F) Incredible 7M demo
PP040/43 AT THE MOVIES II (A) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vs Roadrunner 1 1 5mg+
PP048/9 A DAY AT THE BEACH Stunning +F Mg
PP050 UNSPORTING Wicked cartoon from Schwartz+ 6M
PP0F1/2 CHARLY CAT Super Shwartzlike cartoon! Fmg
PP053/4 CHARLY CAT AT THE BEACH 2nd fab anim 2mg!
PP055/6 AIR MISSION Superb walker F tank battle 3mg!
PP061/5 CHERRY CAT CATCHES A CANARY Fab! 3MG
PP058/2 CHARLY CAT MOUSTERMIND Great! F SRO
PP064 DUNCAN DUNG BEETLE Unusual 8mg animation!

DEMOS

PG008 AMOS 3D DEMO Shows some great effects!+
PD01F CHAOS ROCK Fab light show with fractals!+
PD064 REWIEK DEMO 3 excellent demos!(2)+
PD080 PHENOMENA ENIGMA Absolutely brilliant+ok 1200!
PD01F PLASMUTEX Good plasma A great music +
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD113 VANGELIS DEMO Fine music F cabi cycling!+
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD138 TRACKERS POWER F AGONY Unusual vectors! +
PD1AF FINAL CONFESSION Music F Plasma effects!+
PD143 CAP Santa A Charlies home for sal club +
PD180 ANARCHY IN THE KITCHEN Some good FX Fab!+
PG182 ALCHEMY MARCHWITH Very good New demo+
PG184 OFSIRE MENACE Good Psycho hive home +
PD185 DARK DEMON Mega new demo get A+
PD170 PIECE OF MIND Good 3D vector effects. +
PD171/2 SLEEPS EXPOSE Incredible Get it !+
PG17A ANARCHY DEJA VU Some more superb
PD171 REFLECT SOUND VISION Super effects &
PG+1F CHAMELEON DEMO Very nice vector
PD177/8 TIME ZONE New, some good

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64
PM01F AMEGA PARTY WINNERS Four WICKED
PM01F AMIGADEUS CLASSICAL Eine Kleine
PM01F ANARCHY CAPTURED IMAGINATION
PM01F BEATLES SONIK Nice music +
PM+F BEATMASTER I LOVE TECHNOLOGY
PM01F BRUNO's MUSIC BOX U Superb jazz
PM020/21 BRUNOS MUSIC BOX III Jazzfunk
PM022/23 CLASSICAL MUSIC Bach Handel etc
PM021 D-MOB MUSIC F House music remix
PM030/34 DIGITAL CONCERT+ F-II Excellent
PM035 DIGITAL DEBUSSY Great Ribe Rauter
PM036 DIGITAL DEBUSSY F PM1 classic De
PM050 MAG FIELDS CHIP FESTIVAL 1 ull of chip
PM059 MENACE OF NOISE The 1 brilliant+
PM065 PHENOMENA MUSIC DREAM F 1 20
PM0FF VIVALDI FOUR SEASONS (2) V G
PM080/81 MOZART HORN CONCERTOS A by H
PM082 PIANO TUNES Nine piano songs good +
PU086 STAIRWAY TO HEAVEN Rendition of the
PM108/9 KEFRENS MEGAMIX Fabulous dance
PM1 1F U1ROAR SPLIT BEAVER MIX rave mega
PM115a/b CEROME Brilliant music disks !
PM121 FRIGHTENED MUSIC DEMO F Rave
PM122/4 PLAYSID F (F) You must get this !!!!+ +
PM125 PLAYSID inc Rob Hubbard Maniacs Of Noise
PM134/5 SORROS OF SCIENCE (2) Absolutely
PM137 KEFRENS MEGAMIX II Very good !! dance
PM +F1 HEROLINE MUSIC 1 groovy synth-style
PM+43 FALCONS MUSICBOX F Fy1 range music
PM150 DESKTOP HARPSICHORD RECITAL
PM152 PARADISE NO BRAIN NO RAIN Good
PM153 SIZE KILL DA BASE 1 tracks of rave music
PM154 PULSE Yes pulsating rave music again!
PM1 VINE G-RAVE F more good rave tracks!+ +
PM1F1/5 HEATBEAT UPDATE F great songs here
PM15F DECIBEL OVERLOAD F different tunes!+
PM160 FUSION MATRIX F rave type tracks!+
PM1F1 CYBERNETIX 1A songs packed on 1 disk
PM162 MORE MED TUNES Fab tunes by Alex
PM163 OCTASTUFF Some good F track tunes! +
PM +64 OCTAROCK 3D Mers F track A 3d graph
PM165/6 NUTCRACKER SUITE Super version!+

SLIDESHOWS

PS002 EDVARCE HAM Really stunning !+
PS008 AIRCRAFT SLIDE Pics of fighter aircraft! +
PS009 ASTRONOMY SLIDE very impressive !+
PS013 BORN TO 1 F FREE wild animals +
PS031 FRAXION FUTURE VISION 1antasy
PS032 GERMAN RAY TRACE Superb See these
PS04F FELLY B/S Some quality HAM pictures +
PS056 NEWTEK DYNAMIC HAM 640×512 4096
PS062 NW DYNAMIC HAM Nik Williams Superb
PS067 RICK PARKS ART Dpaint hires pics! +
PS069/70 SILENTS/CH 4212 This is superb!+
PS072 SUPER HAM CARP This is 1 must Mega!+
PS086 SONIC F Superb D-HAM 409F colour pics+
PS090 FRACTALGEN Incredible fractals etc +
PS091/2 FRACTAL MOUNTAINS Excellent stuff!+
PS093 VANISH 3D Awesome 3d ray 1 raced +
PS094 INVISIBLE WORLD II Y+P Bedbugs Fleas
PS095 TOTAL CONCEPTS SLIDE Pics of fantasy
PS1FF ANALOGUE SLIDE Ray traced space pics +
PS102 ACCESS DESIGN Ray traced space pics +
PS103 DYNAMIC HIRES F 4 11 realistic quality
PS104 VGA PICS Some excellent quality pictures
PS105 SCAR PICS Excellent quality pictures!+
PS106 SAHARAN SLIDES Pics from the middle
PS1F1 ALCATRAZ MUSEUM 1F super quality
PS108 SANITY COMP WINNERS 10 Superb

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+
PT005 CASIO CZ EDITOR 250 patches ! +
PT01F DELUXE MUSIC DATA Midi music+
PT01 F1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3 F Excellent music seq +
PT011 MED MUSIC DISK As it says !+
PT01F MIDI DIFF Various midi stuff +
PT01F ROLAND D110 + S220 Converter program
PT020 ST 01 51 10 Samples - Files for trackers!!
PT021 SOUNDTRACKER F 6 Excellent, ok plus!+
PT022 SOUNDTRACKER COMPILATION Several
PT025/ST SF 90-93 SAMPLER DISKS Studio
PT0F YAMAHA DX7 VOICE FILER 1n DX7 syn
PT030 YAMAHA DX7 VOICE SORTER for the
PT021/2/3 ST-57 58 F disks full !+
PT034/F ST F7 F 98 More samples !+
PT031 MED TRACKER 2.2 THE LATEST VERSIO
PT038 YAMAHA DX100 TX81Z, DX27 DX11 A F
PT01F SUPER SOUND F Add reverb F 1 + M
PT040 OCTAMED V1 F 8 channel MED sequencer
PT041 NOISEPLAYER 1 0 Multitasking module
PT042 START IFF SAMPLES Superb ! Get this
PT043/6 HOUSE SAMPLES 3 disks full of house

AMOS PD

APD036 AMOS UPDATER Latest updater A1 v1 34
APD115 BALLOONACY Bomb the buildings !+
APD031 SHAPES Excellent Rill game !+
APD057 CASSETTE LABELLER + MIXED SOU
APD271 WIZARDS DOMAIN graphical adventure
APD282 WAR OF THE 1OUR graphic adventure
APD5 FRUIT MACHINE Good In the gamble
APD033 AMERICAN FOOTBALL RADIO COAC
APD034 SNAKE IN THE GRASS Collect white
APD341 NOTEBOOK F SHOPPING LIST Easy
APD163 FAMILY HISTORY DATABASE Learn
APD373 COMPILER 1 34 UPDATE Amos compi

ORDERING MADE EASY

BY POST: send your Name, Address & Order details with a Cheque / PO / IMO to any of the companies listed
BY PHONE: Call us with your card number and details for a 1st class service. All major cards accepted
PD PRICES: 1 - 5 disks £2.00 per disk • 6 - 25 disks £1.25 per disk • 26 or more disk are still only 99p per disk !
POST & PACKING: UK - 50p • UK 'Recorded Delivery' £1.80 • Europe +25p per disk • Rest of World +50p per disk
REMEMBER We stock Fish 1-750, Tbag 1-63, Amos, Scope, Snag, Amicus, Amigos & lots more superb PD disks!!

Wishing all our customers a Merry Xmas & a Happy new year. Stock all the stuff at United Public Domain Distribution!!

THIS ADVERT WAS PRODUCED USING PAGE[illegible] PRODUCED BY [illegible] • GAA[illegible] [illegible] AMIGA SYSTEM

...ain Distributors

...at the imitators!

P S D

New .. The Central Licenseware Register .. New

Commercial Quality programs at a PD price !

CLE01 TOTAL CONCEPTS DINOSAURS Have your children ever wanted to know about the ancient world of the dinosaurs? If so then this is for you. An interactive encyclopedia covering jurassic, triassic & cretaceous periods complete with pictures and information. This program is plus compatible and comes on 2 Disks £4.50 +

CLE02 TOTAL CONCEPTS GEOLOGY This title is the second in the series of quality programs by Chris Hill using the GoldDisk Hyperbase system. It will guide you and your children on an interactive guided tour through the incredible world of volcanoes, rocks and minerals. the program is very simple to use! Geology is on 2 Disks £4.50 +

CLE03 TOTAL CONCEPTS SOLAR SYSTEM New and most popular title! This one presents you to learn all about the solar system with information on all the planets & systems with pictures supplied by Nasa. this is a superb educational package for children & adults. This title is [illegible] supplied on Three disks & is priced at only £4.50 +

CLE04 KIDDIES COLOURING PAD This is a colouring book for young children and they won't [illegible] a mess using it! It is very simple to use with full instructions with the program. Simply pick a picture and [illegible] includes a save option so once you have coloured your picture you can save it out to a [illegible] to print out using Deluxe Paint. Price £3.50 +

CLE05 A-CHORD So you want become the next Eric Clapton then this program is all you need! This program will teach you nearly every single guitar chord including fingering techniques. It will even play the chords using the amiga's built in sound chip. A must for every single guitar player beginner & the experts alike. Price £3.50 +

CLE06 THE AMOS MATHS INSTRUCTOR A superb maths tutorial covering all sorts of mathematical subjects including the Quadratic, Simultaneous, Inequalities, Volumes, Area, Vat & Interest and more, an excellent tool for GCSE students. Price £3.50 +

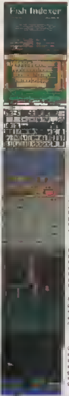
CLE07 TOTAL CONCEPTS FRESHWATER FISHING The latest in the series from Chris Hill and the first in the hobbyist series, this super title describes feeding Perch Roach Rudd Carp Bream & many other common freshwater fish. Ideal for the beginner to the hobbyist with many useful diagrams included! A superb title on 2 disks. Price £4.50 +

CLE08 NIGHT SKY A superb introduction to the constellations. this program features over 1500 stars and the sun moon stars & planets can be displayed as seen from any part of the Earth! Large scrolling screen, mouse or keyboard controlled. click on any displayed object for information. This superb title Comes on 2 disks & is priced at £4.50 +

CLE09 WORDS & LADDERS An excellent spelling program for 1 to 2 players. each player has a few seconds to spell a word correctly. The player who reaches the top of the ladder is the winner. The program has 11,000 words so some words can be quite long, however you can select the level. Will also provide printed output to a compatible printer. £3.50 +

SMOOTH SCROLLING TITLES

created with VIDEO TITLER



CLU01 VIDEO TITLER is a program that will allow you to present smooth scrolling video titles with the greatest of ease. programmed by Darren Mccaul whose Starbase is due out soon, the program lets you use any amiga bitmap font, of which several are supplied, and scroll in any colour vertically up the screen. Essential for all video enthusiasts £3.50 +

CLU02 FISH INDEXER If you have ever wanted a program but have never been able to find it ANYWHERE chances are it's lurking in the fish library, but rather than having to wade through thousands of lines of text, why not use the fish indexer, a superb database of the entire Fred Fish library with full search, print and more Price £3.50 +

CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga! This program will take you step by step through a full typing course showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can! Price £3.50 +

CLU04 ALPHA GRAPH This is an extremely useful program for the production of pie charts, bar charts, block graphs etc, very useful in conjunction with spreadsheets & other business programs. this program comes on one disk and is priced at £3.50 +

CLU06 [illegible] SOUND III This is a superb program which can manipulate samples in almost any way you please, special effects such as reverse, [illegible] phasing, [illegible] echo are just a few of the things which are easily accomplished. the equal of expensive commercial software! Price £3.50 +

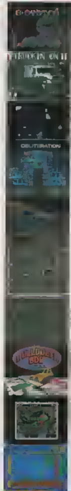
CLU07 PHILOVI II DATABASE A card system database. Supports up to 200 fields & 75 graphic lines per card. Some docs are included in the program itself & example cards are included! Help files are accessible via the menu bar. a nice program & easy to use! Written in Amos £3.50 +

CLG01 NORRIS A machine code programmed platform adventure starring Norris, help him journey his way through level after level battling beastly [illegible] and monstrous medieval men! This game has a great atmosphere and is immensely playable & will have you addicted in minutes!

Price £3.50

CLG02 DARK THINGS Another excellent quality platform game along similar lines to MarioLand, you know, scrolly along, then run & jump kind of thing, as your kids will love it, as we did, and we're just a bunch of big kids at heart! Price £3.50 +

CLG03 PHASE I Superb sideways scrolling shoot em up along similar lines to the all time classic Defender anyway you control a photon powered XZ 18 fighter and your must battle with the forces of evil! The gameplay is brilliant and the scrolling and animation silky smooth. I can't want my chance to buy it. Price £3.50 +



CLG04 X-SYSTEM This is a vertical & superb multilevel shoot-em-up, you know the type, blast your way through wave after wave of aliens and end of level guardians. It even has a ball & platform game thrown into the bargain. programmed by the Bestboyz this is one of the best shootemups about, get it and prepare to be impressed. price £3.50 +

CLG05 TRUCKIN ON This is a new version of a PD game that was originally bugged to hell. the programmer has taken all the main elements of the game and re-programmed it in C as the new fully playable truck driving simulation and management program, TO is a must for all you truckers out there and is supplied on 1 disks & needs 2 meg! £3.50

CLG06 OBLITERATION This game has had many rave reviews, programmed in machine code! so fast & furious arcade action as you work your way thru this asteroid infested game blasting wave after wave to [illegible] this game is utterly addictive and includes a bonus game MAD BOMBER which is as addictive as the main game. A must for all gamers! Price £3.50

CLG08 DRAGON TILES This is an excellent puzzle game you have a huge stack of different icons which using the mouse you must match up to make a level disappear. sounds boring but its actually very addictive. I was playing it for hours! A Vast improvement on the PD version. Dragon tiles is well worth anyone's couple of quid! Price £3.50 +

CLG09 MOTOR DUEL Now this is just fabulous! Martin would not leave this game alone for days. its a 3D car racing-chasing-shooting game, with guided missiles and lasers. its by the same programmer as the PD game Battlecars. but it's a lot better, play the computer (Mega difficult) or link up to another amiga for 2 on 1 action! Price £3.50 +

CLG10 FUTURE SHOCK Use joystick to guide a spinning ball around the screen, avoid the walls & the electrified pressure pads. Collect the batteries & yellow E's. Ten to each to be collected to advance to the next level. Passwords for level after level 1. Decompressed on the disk. Price £3.50 +

CLG11 ALL GUNS BLAZING This is a two player car racing game viewed from overhead. You can also blast the other player off with missiles, lay mines, oil slicks and smoke. There is also a facility to design your own tracks to your own satisfaction. Price £3.50 +

CLG012 BULLDOZER BOB The object of the game is to clear the screen of coloured blocks by pushing them together. Once they touch they disappear! You have a limited number of moves to clear the screen, and the difficulty increases with each level. This is definitely a game for puzzle fans! Price £3.50 +

CLG013 PARADOX Yes- another good puzzle game similar to Bulldozer Bob but McDool hires is doing all the pushing! Push the coloured balls till they touch & disappear! There is a time limit for each screen & a variety of objects to collect but beware of traps! Very addictive game, 150 levels of gameplay! Price £3.50 +

CLG011 SPLODGE THE ESCAPE Great platform game. Splodge was going on holiday to Ganymede when the spacebus on which he was travelling was hi-jacked by Big Larry mercenary. He was imprisoned in an old house behind a Rengari spaceport holiday! You must guide Splodge solving puzzles & collecting coins to buy a ticket home to Jupiter. Price £3.50 +

MERRY XMAS

...SIC CLIPART

...y on A1200 / A4000.)

...sport in this collection is very high quality, ...many greater than an Amiga Hires screen ...in Dpaint or DTP packages, each disk contains ...allowing you to view the entire bitmap ...the mouse. (Prices per disk)

- WEDDING1 Superb wedding clipart. 1 disk £3+
- HOUSES 11 hrs. pictures of mansions etc+
- RELIGIOUS 3 disks full of holy clipart+
- WWI AIRCRAFT 1 disk World war II planes+
- MEN 1 disks full of men at work+
- WOMEN 1 disks full of women clipart+
- KIDS 2 disks containing kids clipart+
- BUSINESS Disk full of office clipart+
- OFFICE Another office type disk +
- STUDENTS [illegible] student type pics+
- [illegible] Many useful logos etc+
- XMAS 3 disks in Xmas related pics+
- PUNCH 2 disks of cartoon pics+
- ANIMALS Fantastic quality pictures+
- CATS Only 12 pics but super quality+
- SILHOUETTES 70 super silhouettes+
- SCHOOLS 1 disks of school pictures+
- BABIES Clipart on a baby theme+
- SPORT 1 disks full of sport pictures+
- OLYMPIC Another sport type disk+
- MEDICAL 1 disks full of medical clipart+
- SEALIFE Pictures from the Ocean.+
- DECORATIVE MONTHS Pic for every month+
- WACKY Funny comic type clipart+
- HOLIDAY Holiday type pictures+
- BANNERS 2 disks full of banners+

- ART27 ART NOUVEAU FLOWERS Floral art+
- ART28 BUTTERFLIES Nice pictures+
- ART29 FOOD 21 pics on a food/kitchen theme+
- ART30 [illegible] LOOK [illegible]+
- ART31 BORDERS 10 pics, most used in DTP+
- ART32 [illegible] CLIP 2 disks high quality mono art+
- ART33 HORSEBACK Nice scenic clipart+
- ART34 TEDDY BEARS 1 disks of Teddy bears+
- ART35 [illegible] 11 pics fashion clipart+
- ART36 HALLOWEEN CLIPART Weird clipart+
- ART37 SHOWTIME Dancing, singing etc+
- ART38 VEGGIES Vegetarian clipart+
- ART39 FLOWERS 16 very detailed pictures+
- ART40 MYTHS Mythical [illegible]+
- ART41 DOG WOODCUTS Super 300dpi pics+
- ART42 CAT WOODCUTS Great wildcat pics+
- ART43 AFRICAN WOODCUTS African animals+
- ART44 AMERICAN WOODCUTS More animal+
- ART45 ARCTIC WOODCUTS Northern animals+
- ART46 FARM WOODCUTS Farm animals+
- ART47 WILD ANIMAL WOODCUTS Nice pics+
- ART48 BIRDS WOODCUTS 18th century bird pics+
- ART49 MORE ANIMALS More superb pictures+
- ART50 ANIMAL LINEART Varied selection of pics+
- ART51 BOTANICAL ART Very detailed plant pics+
- ART52 FAMILY SCENES 1 disks of domestic life+
- ART53 GOLF HUMOUR 2 amusing cartoon disks+
- ART54 SPACE TRANSPORT On a space theme+
- ART55 SOFTSCENES 29 rural scenery pictures+
- ART56 APOLLOS More pics on a sports theme+
- ART57 NAVY Lots of naval type pictures+
- ART58 TRAVEL 10 pics on a travel theme+
- ART59 BORDERS 2 Borders & alphabet clipart+
- ART60 ACCENTS & FLASHES Bursts stars & more+

A1200?
A4000?

Yes folks, we are aware of these new Super Amigas, and are at present busily sorting the library for compatibility! Watch this space for more exciting disks for these (brilliant) amazing new (computers) from LPD!

FUNPACK GAMES

A HUGE COLLECTION OF PD GAMES ON 30 DISKS, ALL A500+/600 COMPATIBLE - A MUST FOR THE KIDS ALMOST ALL WORK ON NEW A1200!

All 30 for Only£29.95 !

ASSASSINS GAMES

THE ULTIMATE COLLECTION OF GAMES FOR THE AMIGA, ALL THE GAMES IN THIS PACK ARE THE BEST AVAILABLE, NEARLY EVERY GAME YOU CAN THINK OF INCLUDING: PACMAN, INVADERS, GALAXIANS, ASTEROIDS, CARD GAMES, TETRIS, PUZZLE GAMES, WELL OVER 150 GAMES IN TOTAL - PACKED ONTO AN AMAZING 35 DISKS! (Booster packs on request)

All 35 for Only £34.95 !

PHONE FOR A1200/A4000 COMPATIBILITY

...GRAMMERS : Have you ...ten a good program, be it a ...ility, educational program etc ...? Why not send it in for ...ation / if its really good, ...you too could be ...ing money!!!

VALLY PD
CU09 PO BOX 15, PETERLEE
CO. DURHAM SR8 1NZ
TEL:091 587 1195
FAX:091 887 1195

BLITTERCHIPS
CU09 CLIFFE HOUSE, PRIMROSE
STREET, KEIGHLEY, BD21 4NB.
TEL: 0535 667 469
FAX: 0535 667 469

NBS
CU09 1CHAIN LANE NEWPORT
ISLE OF WIGHT PO30 5QA
TEL: 0983 529 594
FAX:0983 821 599

PDSCENE

Diving headlong into this month's skipload of Public Domain releases, Tony Horgan casts a dilated pupil over the best of the bunch.

JESUS ON Es

music demo

NOW HEAR THIS! LSD's Jesus on Es is the best music demo ever to hit the Amiga! First let's get the bad news out of the way to run the demo you need two floppy drives Now for the good news

What we've got here is a non stop 27 minute rave demo, with a killer soundtrack and some of the best visuals you'll ever see. The flavour is hardcore techno with a crispy rave topping, but it starts off with a few smooth bars from Mike Oldfield's original Tubular Bells In comes the rave breakbeat over the top, and you're just seconds away from the full assault, which crashes in with a big buzzy bassline The freakout-graphics are synchronised with the soundtrack throughout the demo, combining the audio and visual experiences into one

Ever onward the soundtrack chugs away with loads of hands-in the-air vocal samples, tons of squidgy techno loops, spine-tingling Omen-style choirs, and a constant supply of new drum loops Meanwhile, the graphics just get better Zoo TV style strobes flash up, with all kinds of logos, including a split second appearence from Fat Freddy (of the Freak Brothers fame), with quickfire subtitles accompanying the vocals Along with the pulsating, gyrating blobs of colour, we're also treated to some brilliant full screen digitised animation loops, featuring skaters, clubbers and gymnasts.

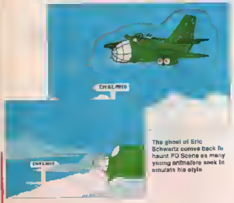
From start to finish, the music never once gets repetitive, and the graphics are still fresh when it all winds down nearly half an hour later This is absolutely brilliant stuff SEND FOR YOUR COPY NOW!

Available from: 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 2268 a+b. Price: £3.00 (including P+P).

97%

BATTLE OF BRITAIN

animation



The ghost of Eric Schwartz comes back to haunt PD Scene as many young animators seek to emulate his style

It's Aerotoons time again! Or is it? Actually, this isn't the latest release from Eric Schwartz, but a new cartoon from Steve Hood However, the Schwartz factor is very strong throughout the very brief 25-second animation

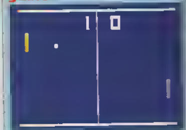
The opening scene has a German bomber chugging through the skies over the Channel, following signposts to England that have been stuck into the clouds Keeping a vigilant eye out for the enemy the bomber comes across another signpost, this time pointing back in the opposite direction Enter a cheeky Spitfire, who wraps up the cartoon by planting a whole load more cock-eyed signposts in the next cloud. It's hardly side-splitting stuff, nor original by any stretch of the imagination, but it's a promising start

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Disk no. 13/A1. Price: £2.50 (including P+P).

50%

PONG

game

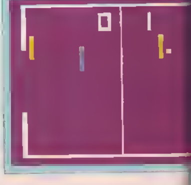


Ahh . we were easily pleased in those days A couple of rectangular bats, a square ball, and we were in TV game heaven Well it seemed pretty good then, compared to the alternative of a game of Twister with your little brother Now you can relive those carefree days with *Pong* on your Amiga There are four variations on the basic bat and ball theme football, tennis, one-player squash and doubles squash Don't expect any 16-bit multi-colour hi-res updates on the old games though, they're exactly the same as they were on the TV game consoles

It's fun for a while, but *Pong* would be best suited to a game compilation or part of some other bigger production, especially as it's only just over 6K (yes, that's just six K!) As a disk on its own, it does seem rather pathetic compared to the better PD game releases, hence the low mark even though I quite like it

Available from: Claudio Buraglio, PO Box 12, 39012 Merano, ITALY. Price: send disk and return postage.

37%



FORGOTTEN

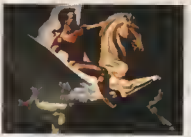
slideshow

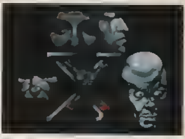
It's all very well getting a video digitiser and pointing it at a book of fantasy art, but if you really want to impress with a slideshow, you can't beat some good original graphics. Anyone can grab a picture from a book, but to hand draw a collection of pictures like these takes real talent.

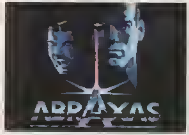
The Forgotten slideshow from Mirage takes a far more professional approach than most, with a very slick picture selector. A roll of cameos scroll up and down the screen under your control, with pictures selected by clicking on the miniaturised versions. The pictures themselves have been expertly drawn by hand, with a predictable fantasy theme running throughout. Shaded extremely smoothly in hi-res, these are some of the most impressive graphics I've seen in ages. Each one appears on screen with one of a number of smooth fades and there's some pleasantly unobtrusive music to back it all up. The quality drops a little in one or two of the pics, but it makes up for the slight inconsistencies with things like the massive two screens-wide epic, which has to be scrolled under mouse control to get the whole thing on screen.

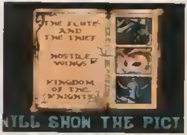
Available from: Mirage, Citerlaan 3, 3438 CB Nieuwegein, Holland. Price: enclose disk and return postage.

92%



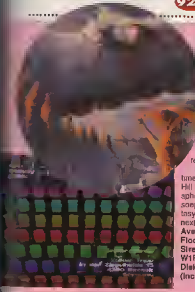






FLOWER POWER

demo



Give me a short punchy demo over a long drab one any day. Anarchy have done exactly that with Flower Power. The ghost of the Trip to Mars animation is back to haunt us once again for the first part of the demo. A couple of simple vector spaceships dart around the streets of a familiar solid-vector city to the sound of Jarre-esque chords and techno rhythms. Off they go into the inky blackness of space, where we tumble through a bob starfield of multicoloured asteroids, eventually coming in to orbit a daisy-covered planet, which approaches courtesy of a totally smooth realtime 3D zoom.

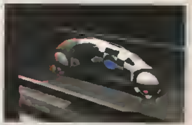
Next up are a few plasma related vector effects (by this time the music is starting to sound strangely like the Grange Hill theme tune), followed by a clever semi-transparent sphere, which bounces in and out of the screen like a giant soap bubble. It's all rounded off with a nice bit of hi-res fantasy artwork. Not a classic, but a good little stop-gap until the next megademo.

Available from: 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, W1F 1DH. Tel: 0924 366982. Disk no. 2269. Price £1.75 (including P+P).

70%

SPEED LIMIT

animation



Now that ray traced demos are no longer impressive simply because they are ray-traced, animators are starting to put a lot more time into the direction of their mini-movies. Needing three megabytes to run, Speed Limit comes from Craig Collins, and although it borrows the ever-popular light cycles from Tron, it's definitely one of the more original and imaginative animations around at the moment.

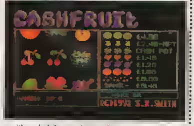
A futuristic motorway complex is the setting. A couple of hyped-up bikers are locked into a race, when they unwittingly run through a police radar trap. Morphing itself from an innocent-looking splodge on the tarmac, a police bike assumes its true form, and gives chase. A few spectacular tracking shots later, the police bike overtakes the speeding pair and darts around the next bend, where it morphs once more, this time into a brick wall stretching right across the road. As the victims come careening round the blind bend, the wall comes into view, but it's too late, and they're reduced to a shower of steel shards as they plough into the barrier. A quick morph later, and the police bike is back to its normal state, and off to catch the next felon. You have to watch it through a few times before you can suss out what's going on, but there are some excellent details in there, and the whole thing's got a great spooky atmosphere.

Available from 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no. 2217 a+b+c. Price: £3.75 (not including P+P).

83%

CASH FRUIT

game



The idea of a fruit machine simulator on a computer sounds pretty silly, but they can be quite good fun if they're done well. Plenty of features, flashing lights, skill stops, hi-lo reels and all that lot can translate well to the computer screen, even though you're not actually winning or losing any hard cash.

Cash Fruit is halfway there, with the usual feature lit up by numbers on the reels, which leads to a number of subsequent features, but it misses the mark on the flashing lights, spinning reels and general novelty value, although it does its best to keep the excitement up with some good stereo-panned sound effects. Worth a look for broke fruity addicts.

CASHFRUIT
REPLAYS

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Disk no. 13/G4. Price: £2.50 (including P+P).

77%

PUBLIC DOMAIN

[illegible], 11 YORK PLACE, HR BRANDOH HILL, HOTWELLS, BRISTOL BS1 5UT

NOW ALSO AVAILABLE FROM HARGWARE IH AUSTRALIA

Strictly pd – guaranteed to make you merry this Christmas!

[illegible] those marked with '+' are also compatible with the [illegible] (+) and [illegible]

NEW GAMES

ASI 1	Tank Rollerpede Avatris +
ASI 2	Four classic games Get it! +
ASI 3	Megaball and Drip Superb +
ASI 4	Frogger and more games +
ASI 5	Raid Go Looty and Retaliator +
ASI 6	PacMan and four more
ASI 7	Moonbase Trix and Mightworks
ASI 8	Arrace2 Hball and more +
ASI 9	Battlepong and Blizzard +
ASI 10	Escape, Pipeline and Pickout +
ASI 11	Dad Conner Reversi+ Trippin +
ASI 12	Llamatron, Car Powerpong
ASI 13	Twintris + many more games
ASI 14	ChinaChallenge2 & Amiga columns +
ASI 15	Battlecars Lettrix and Marblemevel
ASI 16	Wastelands Mission X and PacMan +
ASI 17	Tomcat Defenda Jetman Bugblaster +
ASI 18	Henry in Panic Skyflyer Omega race
ASI 19	Growth FrenzFreddy and more!
ASI 24	Revenge DuxCreek 3d maze +
ASI 25	Another mega collection – Buy it! +
ASI 26	SuperPacMan II2 Smash TV Ashido +
ASI 27	Addictive card games – Very good! +
ASI 28	Goofy/DrMario Invaders2/Madbomber2 +
ASI 29	DOG/Rome/Nova/Q-Bal/Atax/Quadrix +
ASI 30	Bounce and Blast Total Fire etc +
ENT +	1 Klondyke Hball and more +
ENT +	2 Zerg BounceNboo Frogger +
ENT +	3 SpaceWars Squamble and more +
ENT +	4 Zon Hanoi Yelp and more +

CLIP ART

- The clip art in this collection is v high quality
- Huge bitmaps many greater than an Amiga Hires screen
- For use in Dpaint/DTP packages
- Each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse

ART01	Weddings clip art (2 disks) +
ART02	Houses – pictures of mansions (2 disks) +
ART03	Religious – full of holy clip art (3 disks) +
ART04	WW1 Aircraft (1 disks) +
ART05	Men 2 disks full of men at work +
ART06	Women 2 disks full of women! +
ART07	Kids clip art (2 disks) +
ART08	Business – office clip art (2 disks) +
ART09	Office – more of the same +
ART10	Students clip art +
ART11	Saletime – useful stuff inc logos +
ART12	Xmas – a bit of Xmas cheer (3 disks) +
ART13	Punch – cartoons etc (3 disks) +
ART14	Animals – v high quality pics +
ART15	Cats – 12 feline pics +
ART16	Silhouettes – 18 pics +
ART17	Schools (2 disks) +
ART18	Babies +
ART19	Sports – (2 disks) +
ART20	Olympic – more sporting stuff (2 disks) +
ART21	Medical clip art (2 disks) +
ART22	Sealife – in deep clip art +
ART23	Decorative months – pic for every month+
ART24	Wacky comedy clip art +
ART25	Holidays +
ART26	Banners (2 disks) +
ART27	Art Nouveau – floral art +
ART28	Butterflies +
ART29	Food – culinary clips (2 disks) +
ART30	Colouring Book – Colour in Dpaint +
ART31	Borders – for use in DTP (2 disks) +
ART32	Mac Clip – quality macart (2 disks) +
ART33	Homback – scenic clip art +
ART34	Teddy Bears (2 disks) +
ART35	Vanity Fair – fashion clips (2 disks) +
ART36	Halloween clip art +
ART37	Showtime – dancing singing etc +
ART38	Vegetarian clip art +
ART39	Floral – 18 pics +
ART40	Mythical – stars and zodiacs +
ART41	Dog woodcuts +
ART42	Cat woodcuts +
ART43	African woodcuts – more animals +
ART44	American woodcuts +
ART45	Arctic woodcuts +
ART46	Farm woodcuts +
ART47	Mixed animal woodcuts +
ART48	Birds woodcuts +
ART49	More animals +
ART50	Animal lineart +
ART51	Botanical line art +
ART52	Family Scenes (2 disks) +
ART53	Golf humour (2 disks) +
ART54	Space and transport +
ART55	Softscene2 – rural clip art +
ART56	Sports 3 +
ART57	Navy – lots of navy type pics +
ART58	Travel (2 disks) +
ART59	Border and alphabet clips +
ART60	Accents and flashes+

We now have FRED FISH 1-750

LATEST UTILITIES

U307	The Final Frontier Vol 3 (4 disks) latest edition of the brilliant Star Trek mag +
UU027	Filofax – reminds you of important appointments +
UU028	Bible (4 disks) The complete King James Bible
UU029	Tarot II read your own stars
U384	Cyclops v1 0 – art creation package – create plasmas etc +
U327	Professional D-Copy V3 0 – as good as most commercial copiers
U524	IntroMakers Kit – make own intro screens with IFF pics, digitised samples and scrolled messages +
U528	Multiplayer – claims to be the most powerful versatile music player for the Amiga +
U517	Kefrens Font Editors/Boot Menu Maker
U325	Label Maker – make your own labels
UU030	Understanding Amos – tutorial +
U506	175 Utilities – the most on one disk
U533	Thrallbound – contains spellcheck v1 3 and Examiner v1.0 which help you to learn and tests you on foreign words. Also contains good text adventure game+
U534	The main event – calendar & alarm clock+
U531	Powerbase v3.2 – powerful and user friendly database +
U536	Wordpower v1 3 – spell checking, crosswords anagram solving +
U614	PC Emulator – runs most pc business software +
U388	Fixed (13 disks) – 13 disks crammed with programs info etc. Entirely for A500/A600 users +
UU032	TDH Vol 1 – Amos users magazine +
U304	Strictly PD essential collection (4 disks) packed with utilities games music creators and printer utilities +

USEFUL UTILITIES

UU001	A-GRAPH – Very easy to use – make bar + line graphs + pie charts. +
UU002	CLI TUTORIAL – Learn all about the CLI Given 70% rating in the magazine +
UU003	MESSYSID V2 – Reads and writes PC disks Given magazine rating of 86% +
UU004	POOLS PREDICTOR – Increase your chances of becoming a millionaire. +
UU005	DISK OPTIMISER – Brilliantly simple! Any disk loads up to 10 times faster Mag rating of 95% +
UU006	A 500 PLUS EMULATOR – Emulate the Amiga Plus on your 1.3 Amiga. (1MB Req)
UU007	FREECOPY V1 1 – Removes password protection to allow copying +
UU008	CURSOR V1 [illegible] – Compiler for Amiga Basic programmes +
UU009	BROWSER II – An alternative to SID Some may find it easier and better +
UU010	PC TASK V1 04 – Powerful multi tasking PC emulator supports CGA graphics MS DOS floppies and even your hard drive +
UU011	NIB V2.0 – Removes protection and copies Very powerful +
UU012	GATORS GRAPHIC GALLERY – Examples and step by step tutorials on how to create professional logos like ones found in demos. +
UU013	FISH TANK SIM – Simulates an aquarium +
UU014	ANALYTICALC SPREAD (2 DISKS) – One of the best spreadsheet program to date on the Amiga. +
UU015	AMIGA PUNT PROGRAM – Predict which horse will win from past form +
UU016	JR COMM V1 02 – Latest version of this useful modem program. +
UU017	BEATRIX POTTER CLIP-ART – An excellent collection of clip art for any DTP program or D Paint. +
UU018	PLOTTING AND GRAPHICS (2 DISKS) – Contains a full featured plotting prog and a computer aided drafting prog +
UU019	DB – A database with up to 50 fields max of about 1 2 million records. +
UU020	HOME MANAGER – A great all in one address book with an inventory database + to do list +
UU021	ASTRO PRO ASTROLOGY – The best astrology program on the Amiga by far +
UU022	MULTI DOS V1 12 – After installation your Amiga drives can read 1MB disks +
UU024	TEXT PLUS V4 0(E) – Latest update of this excellent word processor program. Now compatible with TeX the professional typesetting prog. Found in the Fish Collection. +
UU025	AMOS LESSON 1 – Find out how to get the most out of AMOS. Had good review +
UU026	EDWORD 2.2 – Best text editor around. +
UU027	MEGACOLOUR V1 [illegible] – A program which transforms a b/w screen into full colour +

We now have T-BAG 1–61

75p

GAMES & EDUCATION

N001	TOTAL CONCEPTS (2 DISKS) – Story books about astronomy and dinosaurs +
N002	AMERICAN FOOTBALL COACH – Play the role of an American Football coach +
N003	BATTLEMENTS – Similar to Hunchback on the Spectrum and C64. +
N004	OTHELLO – The best PD version of this classic board game +
N005	CRAZY SUE – The best PD platform
N006	SUPERLEAGUE MANAGER – Football management game +
N007	METRO – Mini sim city +
N008	SMASH TV THE RIP OFF – Great stuff +
N009	HENRY IN PANIC – Jet set Willy clone +
N010	MISTER – MISSIE – Amusing and cute platform/arcade adventure +
N011	DUNGEONS OF AVALON – Compared to likes of Dungeon Master stunning graphics and atmospheric sound effects. +
N012	CALORIEBASE – Received 89% in CU Amiga. Keep a daily database of your calorie intake. Useful for dieters +
N013	BACK TALK – Discusses common lower back problems, the causes and treatments given. Uses detailed pics/anims +
N014	TRAINING LOG – for fitness training +
N015	SPANISH FRENCH GERMAN SPANISH TUTORS – 4 great tutors +
N016	A VISIT TO THE RED PLANET – Guided tour of Mars, fascinating +
G386	FORMULA ONE CHALLENGE – 8 people can play in this excellent strategy match +
G387	TANK ATTACK – Attempt to storm HQ avoiding enemy tanks – good shoot em up +
G388	TOP SECRET – great text adventure with cute graphics given 100% in mag review +
G390	TOMCAT – fly your F15 against enemy planes, ships and gun towers +
G400	FIGHTER PILOT – superb WW1 game +
G399	CARD,BOARD & ARCADE GAME – 18 great games on one disk +
G391	PD PUZZLES – inc. puzzle + puzzle maker

DEMOS & MUSIC

D480	FRACTALE – excellent history of fractals
D483	ALACATRAZ ODYSSEY (4 disks) – probably the year's best demo
D487	WWF Pics – the clearest hi-res pics I've seen
D499	RAUNCHY SLIDES – pics of pretty girls
D507	SCHWARZTOONS (3 disks) – packed with superb cartoon demos by Eric Schwarz
D130	SAM FOX SLIDESHOW
D129	MARIA WHITTAKER SLIDESHOW
D471	KATHY LLOYD SLIDESHOW
D01A	MARIA WHITTAKER ANIMATION
D170	GIRLS OF SPORTS ILLUSTRATED
D506	DIGITAL DAMSELS
M374	HARDCORE III – pumping rave music and graphics
M378	TECHNOMANIA 91 – wire this into you hi-fi excellent
M379	NEW WAVE – slip on your slip ons and boogie down
M406	EXPRESSIONS 3 – 3 tracks with 27 minutes worth of brilliant house/rave music +
M366	ALCATRAZ – more than music, highly original music and [illegible]
M362	CHART TECHNO 1 – 25 minutes of album-5 remixes
M386	BANGING RAVES – the 2nd coming 11 bands in this great remix
M395	SUPERSYNTHS VOL 1&2 (1MB) – great graphics and music

75p

[illegible] disks...
12 in case box... £7.99, 10... £23.90
100... £49.99. Mouse mats... £2.99 each

VIDEO PRODUCTION

V001	DESK TOP VIDEO PROM – Collection for video producers including Rolling Credits, Slideshow Video Backgrounds, Special Effects, Pattern Generator and more!!! +
V002	S-MOVIE – Smooth scrolling video titler +
V003	Turbotitler – Add subtitles to your videos. +
V004	TV & VIDEO GRAPHICS (3 DISKS) – Packed with background screens for your video productions +
U004	VIDEO PRODUCTION (2 DISKS) – Packed with video & Genlock utilities +
V006	VIDEO SCREENS 1 – Background pictures for video production +
V007	VIDEO & ANIM VIDEO DB – Keeps data of your video tape collection. RTAP lets you run large Anims on small MEM machines +
U004	IMAGE LAB – Like a mini art dept. Tools on tap [illegible] colour bars & grey bars +
V009	VIDEO STILL STORE – Used to create over the shoulder Graphic inserts like the 6 O Clock news +
V0010	SHADES & FADES ANIMFADER – A utility to fade screens in and out +
V0011	ANDROIDS BACK VIDEO GROUNDS – Selection of B/O pictures +
V0012	HARLEQUIN VIDEO ART & FONT DISKS (5 DISKS) – After its reviews in Cu Amiga shot to No 1 in sales chart. Excellent. +

CREATIVE UTILITIES

CR001	AMIGAVENTURE & ADVSYS – Make your own text games with these progs +
CR002	PRINT STUDIO – Excellent for printing pictures or text. +
CR003	ANIMATION STUDIO – A brilliant Anim creator for you to make your own animations +
CR004	VERTEX MODELLING – Allows you to create 3D objects without using the X Y & Z views. Loads sculpt 3D/4D & Turbo Silver +
CR005	MODELLING OBJECTS – Contains over 20 vector objects in image format. Perfect for use with CR004 +
CR006	MAGNETIC PAGES V 1.30 – Create your own disk magazine. Received 10/10 in review by Amiga shopper mag +
CR007	STRATA V1 0 – Landscape generator which allows viewing of them from any angle any position & any magnification +
CR008	AMOSBROT V1 1 (A) – This update has even more fractal types which include Logistic Equation, Cesaro Lines & Trees – received good reviews. +
CR009	GRAPHIC PRODUCTION – Utilities collection inc scenery V1 0, Landscape Landbuilder V1.2 Cloud & Genesis demo. +
U241	FONTS/LOGOS – For use with D-Paint +
U237	PROFESSIONAL DEMO MAKER – Create your own demo masterpieces. +
U299	SLIDESHOW MAKER – Shows how to present slideshows in different ways. +
U094	SPEECH TOY – Get your Amiga talking +
U082	VOICES – Add speech to your demos etc.+
U312	MANDLEBROTS – The best Mandlebrot generator around. +
U315	ULTIMATE ICONS – Includes Icon Lab, Icon Master & Icon Meister – splendid disk.+
U321	SUPA FONTS – For use with D Paint etc. +
U071	ELECTROCAD – Impressive package.+
U078	MCAD – Great 3D Design Package +
U331	LAND BUILD 3.2 – Generate landscapes and view from any angle. Amazing! +
U346	ULTRAPAINT – Fab paint package (+)
U364	SCREEN MOD – Customise the way programs and screens appear +
U366	SHADOW DEMO MAKER – 3 Brilliant demo making utilities +
U008	DEMO CREATOR PACK (6 DISKS) – Get the most out of your Amiga – Get creative. +
U481	DKB TRACE – Excellent Ray Track prog.

STRICTLY pd

DEPT CU, 11 YORK PLACE,
NR BRANDON HILL,
HOTWELLS, BRISTOL BS1 5UT

◆ Cheques/P.O's payable to STRICTLY PD

◆ Buy 30 or more disks for just 75p each
◆ Over 21 disks ONLY 85p EACH
◆ Only 99p per disk when you order 11 or more!
◆ Orders of 10 or less pay £1.25 per disk
◆ Please add £1 to all UK orders for first class postage Orders from Europe please add 25p per disk and Rest of World add 50p per disk for extra postage costs
◆ Catalogue disk available only £1. Reviews of well over 1000 disks + loads more

◆ The complete Strictly PD library is now available in Australia. To order a catalogue please send a cheque or postal order for $2.00 to Hargware Dept AC 29 Woralu St. Woramanga ACT 2611, Australia.

PD UTILITIES

Tony Horgan, the man with more samples than the Top 40, takes a look at the best new utilities currently circulating the Public Domain.

NASP V3.0

SOUND/SAMPLER

The main problem with sampler programs on the Amiga is that they're just too awkward for a beginner to use. Let's say you're just back from the pub, and you fancy a bit of a rave session. By the time you've messed about loading up samples and stringing them together, everyone's gone home or gone to sleep. This is where *NASP* comes in, giving even a complete imbecile the chance to become an instant rave DJ.

Compared to *MED* or *Soundtracker*, *NASP* at first looks pretty useless. It can't sample, it can't record a sequence, and can't save out modules or song files. What it can do is assign various IFF sample loops to the function keys. You can then play them back by holding down the function keys, up to four at once, or two if you're using stereo samples.

NASP comes with three sets of samples for you to play with, taken from some beefy Italo-techno records. They're grouped into sets of loops from the same record, so that they all play in time and in the same key. F1 could have the bassline on it, F2 could have a keyboard riff, F3 might be assigned to the beat, and so on up to F10. By bringing in and dropping out the loops you can instantly improvise your own remixes. It's so easy to do. As long as you can hit the keys in time with the samples, you can't go wrong!

Samples are played from both Fast and Chip memory, so you can have some really long loops on the go. Simple, easy to use, and excellent fun.

Available from: Megablitz PD, 86 George Street, Newcastle, Staffs, ST5 1DN. Price: £2.00 (Including P+P). Compatibility: All Amigas.

90%

ACCOUNT MASTER V2.0

SPREADSHEET

f bills, mortgages and HP are getting you down, you'd better steer clear of *Account Master* – it'll only rub your nose in it. If, on the other hand, you're doing quite well thank you, then you might like to wallow in your financial comfort by keeping a record of your incomings and outgoings.

Although *Account Master* was written in *AMOS*, you wouldn't guess from using it. It's dressed up in Workbench 2-style windows, and uses standard menus and requesters throughout. Home accounts are what it's really aimed at. By entering debits or credits to your account, the program keeps a running total of your balance. Transactions are entered as a date, a description of the transaction, a single letter code specifying the type of transaction, and the amount debited or credited. This is then added to the rest of the account, with the balance updated accordingly. Standing orders can also be accounted for. Tell it when and how much to take out, and using the Amiga's internal clock, as you boot up, the program automatically logs any debits that have taken place since it was last used. Accounts can also be output to a printer. It's well presented and easy to use.

Disk no. 2290. Available from 17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Price £1.75 (Including P+P). Compatibility: All Amigas.

80%

DEL UTILITIES 2

FILE MANAGER/ DEMO CREATOR

Let's face it, when it comes to alternatives to the CLI or SHELL, *SID* has got things all wrapped up – for now at least. Undeterred, PD programmers continue to release their own file managers, the latest of which is *The Amiga Operating Theatre V2.0*. This is the main program on the disk and allows you to copy files, make directories, display IFF graphics, play sound samples, view ASCII text files, read directories, play *Soundtracker* modules and test the switches on your joystick. All of these features are accessed via a neat control panel, so even a complete novice can use it. Operating Theatre is quite a way behind the latest release of *SID* in terms of power and features, but it's good to see alternatives still cropping up.

Also on the disk is a program called Cycle Play V1.0, a kind of instant rave demo maker. Load any standard *Soundtracker* module (there's no *MED* or *Protracker 2.0* support), and it plays your module while flashing up a barrage of multi-coloured strobing patterns.

Disk no. 13/U1. Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Price: £2.25 (Including P+P). Compatibility: All Amigas.

71%

LYAPUNOV

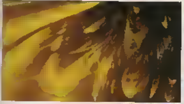
FRACTAL GENERATOR

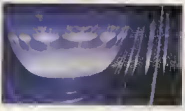
Once you've seen one fractal-generated picture you've seen them all, right? Well that's what I thought, until I booted up the curiously-named *Lyapunov*. Although it's just a simple two dimensional fractal graphics generator, it manages to come up with a very different style of image. Instead of the usual big blob surrounded by little blobs, with *Lyapunov* you get weird algae-like growths.

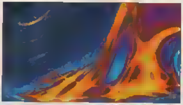
There's a slideshow on the disk, which runs through a selection of images created with the program. You can change the palette, the size, and the algorithm used to generate the graphics, but perhaps inevitably, they all come out looking much the same as each other. Still, it makes a change from the hackneyed old fractals we're used to.

Disk no. 13/U3. Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Price: £2.25. Compatibility: Not Plus.

71%







NEW AMIGA ACTION REPLAY MK III

STILL ONLY £59.99

AMIGA A500/500+

FOR 1500/2000 VERSION £69.99

ACTION REPLAY MK III
OFF
ON
ACTIVE
FREEZE
POWER

THE WORLDS MOST POWERFUL FREEZER-UTILITY CARTRIDGE

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 8 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

SUPER POWERFUL TRAINER MODE
now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that 'impossible' level. Easy to use.

IMPROVED SPRITE EDITOR
The full Sprite Editor allows you to view/modify the whole sprite set including any 'attached' sprites. PLUS A RANGE OF IMPROVED FEATURES.

VIRUS DETECTION
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

BURST NIBBLER.
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient Disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

PAL or NTSC MODES SELECTABLE -
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips)

SLOW MOTION MODE
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS
like Rename, Relabel, Copy, etc

RESTART THE PROGRAM
Simply press a key and the program will continue where you left off

FULL STATUS REPORTING
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

JOYSTICK HANDLER
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER
With Sound Tracker you can find the complete music in programs, demos etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

IMPROVED RAM EXPANSION SUPPORT
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
With the new 'Diskcoder' option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged' disks will only reload when you enter the code. Very useful for security.

SET MAP -
allows you to Load/Save/Edit a Keymap.

PREFERENCES
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT -
including compressed/small character command.

DOS COMMANDS
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

FILE REQUESTOR -
If you enter a command without a filename, then a file requester is displayed.

DISK COPY
Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS -
including Mem Watch Points and Trace

BOOT SELECTOR
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

- Full M68000 Assembler/Disassembler
- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

WARNING 1988 COPYRIGHT ACT WARNING
Datel Electronics Ltd. neither condones nor authorises the use of it's products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the express permission of the copyright owner, or the licensee thereof.

DATEL Electronics

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

222, TOTTENHAM COURT
LONDON, W1. TEL:071 580

COLOUR KITS FOR MONO PRINTERS

Ever wished you'd bought a colour printer instead of a mono one? Wouldn't it be nice to print out Deluxe Paint pictures in colour? Now you can with "FlexiColour Kits". FlexiColour kits come complete with everything you need to print in colour, including ribbons and superb software. The colour kit is simple to fit and use, will not affect your guarantee and prints AS GOOD AS A COLOUR PRINTER. If your printer is not listed below please phone. FlexiColour kits for Star LC10, LC20, all Star 24 pin. Panasonic 1080/81, 1123/1124. Epson FX80, FX100, LQ400, LQ800 etc. Citizen 120D, 120D+. NEC P6, P6+, Seikosha SP800, 1900, 2000. COMPLETE KIT £39.95

FLEXIDUMP 2

★ Total COLOUR CONTROL (for all dot matrix colour printers)
★ Select area to print
★ Select size to be printed
★ Balance control for enhancing dark pics IFF or HAM
★ Now includes new feature to insert colour pics into word processor documents
★ Page control ★ Colour sieve ★ Ink correction
★ Pattern rotate ★ Dot pattern control
★ Automatic poster mode for larger than A4
★ Production Graphic/text labels/letterheads
★ Multiple copies control
★ Import larger than screen size files and use Flexidump to reduce (produces superb letterheads)
★ Gamma correction (fully adjustable and savable)
★ Colour/mono catalogue function. Will print a mini picture (size selectable) of a complete disc (sorted alphabetically) including titles
★ Ideal for T-shirt printing. Drives a wide range of Colour and mono printers Star LC10, LC20, LC200 Citizen Swift, NEC and many more £39.95

"Consider it to be as important as your power cable" (CU Amiga, November '92)

FLEXIDUMP 2 BUBBLE JET

PRINT FULL COLOUR ON YOUR BUBBLE JET PRINTER
All the features of FLEXIDUMP 2 including AUTO COLOUR SEPARATION
Laser quality colour graphics Flexidump 2 bubble jet £39.95

UPGRADE FROM FLEXIDUMP TO FLEXIDUMP 2 £11.75 inc. RETURN MASTER

COLOUR RIBBONS

COLOUR RIBBONS can be "reloaded" with a new ribbon loop this is simple to do and is cost effective Comes with full instructions
Star LC200 9pin 4 col reload £5.99 or pack of 5 £23.95
Star LC200 24pin 4 col reload £6.99 or pack of 5 £29.95
Citizen Swift 4 col reload £6.99 or pack of 5 £29.95
Star LC200 9pin reink £9.95 a bottle
Panasonic 1080/81/1123/1124 in reink £9.95 a bottle
10 Star LC10 black reloads £14.95
5 Star 24 pin black reloads £11.95
5 Seikosha SP800/1000/1600/2000 £11.95

HP DESKJET/CANON BJ REFILLS

Care 6 pack will refill HP 51608A cartridge 6 times the HP51626A high capacity 3 times and the Canon BC-01 6 times Please state type when ordering 6 Black refills only £19.99

T-SHIRT PRINTING RIBBONS

T-SHIRT PRINTING RIBBONS print on to paper iron on your T-shirt
4 col T-SHIRT ribbon for CITIZEN SWIFT £29.95 reload £14.95
4 col T-SHIRT ribbons for STAR 24 pin £29.95 reload £14.95
4 col T SHIRT ribbon for STAR LC200 9 pin £19.95 reload £12.95
4 col T-SHIRT ribbon STAR LC10 £14.95 Single colour BLACK for STAR LC10 £9.95, STAR 24 pin £11.95, CITIZEN 120D/SWIFT £9.95 PANASONIC KXP/1080/81/1124 black only £11.95, EPSON LX80 £9.95 FX80, FX100, LQ400 LQ800 £9.95 many colours and types available.

How to order cheque/PO made payable to CARE ELECTRONICS or use Access/Visa
Care Electronics 15 Holland Gardens, Garston, Watford, Herts WD2 6JN
Tel: 0923 894064 or Fax: 0923 672102 all prices include VAT & CARRIAGE

GROUND ZERO

GROUND ZERO, 4 CHANDOS ROAD, REDLAND, BRISTOL BS6 6PE

MIXED UTILITIES

U125 FREECOPY V1.8 [+] - Latest Update. Remove protection from commercial games.
U158 NOERRORS [+] - Makes unusable hard errored floppies and hard disks useable, by hiding the damaged tracks.
U178 COMPOSER V2.0 [+] - Forget those difficult to use sequencers, use the traditional method staves and notes, etc.
U180 BROWSER II (+) - An alternative to SID. Some may find it easier and better. Very Popular!
U191 TYPING TESTER (+) - Five tests will evaluate your typing skill.
U197 SUPER KILLERS (+) - Essential package of virus detectors and killers.
U205 MAGNUM V1.0 (+) Easy to use, professional looking disk magazine creator. Used to produce GRAPEVINE disk magazine
U206 RACE RATER [+] - Helps you pick the winners for horse racing!
U217 B B S MODEM NUMBERS [+] - Several hundred bulletin boardnumbers for modem users Save on your phone bill by finding all the local boards in your area.
T021 AMIGA ACTION REPLAY POKES [+] - Over 200 game pokes for this cartridge

SERIOUS GRAPHICS

U137 ELECTRO CAD (+) - Electronic circuit board designer
U142 LABEL MAKER V1.5 (+) - Print colour or mono disk labels, import graphics for Dpaint.
U187 MOBED 2 (+) - Make animated sprites for your programs.
U207 SLIDESHOW GENERATOR [+] Easy to use, no knowledge of CLI required.
U208 CYCLOPS (+) Generate PLAMSA style pictures with ease
U211 CAPTIONATOR [+] - Allows you to produce scrolling messages for video titling.
U054 VIDEO UTILITIES [2 DISKS] (+) Loads of Video titling programs.

BUSINESS SOFTWARE

U102 AMIGAFOX (+) - Fully fledged DTP package.
U135 600 BUSINESS LETTERS (+) - Hundreds of ready prepared professionally written letters. Subjects include job applications etc..
U143 BUSINESS CARD MAKER (+) Print your own.
U159 FLEXIBASE V2.00 (+) - A really flexible database.
U189 AMICASH (+) - Keep a detailed track of your personal finances
U194 STOCK BROKER (+) - In German with English documents
U198 AMIGADEX (+) Computerised address book
U209 FORMS REALLY UNLIMITED [+] - Make your own invoices, etc.
U212 TEXT ENGINE V3.4 (+) Quality word processor at a PD price!

EMULATORS

U103 MESSYSID 2 [P] - Transfer MS-DOS files with the SID environment.
U150 A500 PLUS EMULATOR The cheapest upgrade for 1.3 Amiga owners. This is no gimmick, it really works. Emulates the A500 PLUS exceptionally well and loads Workbench 2. Requires 1 meg.
U163 C64 EMULATOR [2 DISKS] [+] - Perfectly emulates the Commodore 64.
U201 PC TASK V1.04 [+] Powerful multitasking PC emulator, supports CGA graphics, MS-DOS floppies and even your hard drive
U202 SPECTRUM EMULATOR V1.2 Now with sound

PROGRAMMING

U152 BASIC TUTOR [P] - The first steps in learning Amiga Basic.
U160 POWERLOGO V1.2 [P] The best Logo package in PD
U169 C MANUAL [4 DISKS] [P] Hundreds of example source code, etc.

LEISURE

G088 21 GAMES (+) 21 games on one disk. Bargain or what.
G093 PARACHUTE JOUST [+] Frantic fun for one or two players
G115 PIPELINE [+] PD equivalent of Pipemania
G121 BIPLANES [+] - One or two player dogfighting.
G128 TOTAL WAR [+] Computer version of the RISK board game.
G129 SUPERLEAGUE MANAGER [+] Addictive football management game
G166 DUNGEONS OF AVALON [+] - Compares to likes of Dungeon Master and Eye Of The Beholder Stunning graphics and atmospheric sound FX.
G169 DONKEY KONG (+) - Carbon copy of the original arcade version Brill
G170 AMOS CRICKET (+) Great Fun.
G171 CATACOMB (+) - 3D RPG adventure with quality graphics
G174 TOP SECRET [+] - Cute platform game
G177 CRAZY SUE 11 [+] - Commercial quality arcade adventure Puts sub standard £25 games to shame.
G180 WAR (+) - Arcade/strategy wargame.
G006 BILLIARDS (+) This is in actual feel pool
G035 JUMP AND RUN (+) - Crystal Castles clones Very good indeed
G045 RETURN TO EARTH [+] - Space trading game
G066 NO MANS LAND (+) For two players blast your mates. Great fun!
G077 TRACK RECORD [+] - Brilliant racing game
G100 MAYHEM (+) Capture the convicts
G138 WORLD [+] Sci-Fi text adventure
G158 MISSION X (+) - Shoot em up similar to SWIV
G164 SYSTEM 4 [+] - 3D arcade game for one or two players
G183 BOUNCE N BLAST (+) Mario type platform game
G184 DEMOLITION (+) Bomb the city!
G185 MADONNA PICTURE PUZZLE (+) Monitor or Scart TV recommended.

HEALTH AND FITNESS

E017 CALORIE BASE [+] - Received 89% in this magazine Keep a daily database on your calorie intake. For dieters Requires Monitor or Scart TV
E018 BIORYTHMS CALCULATOR [+] Displays your general mental and physical peaks and low for a complete month using the Biorhythm method.
E035 TRAINING LOG (+) Make a detailed log of your fitness training.

CLIP ART

U133 VIZ Comic clip art. (+)
U144 Garfield the cat clip art (+)
U218 Religion, School, Weddings (+)
U221 Anatomy, Buildings, Christmas, Holidays (+)
U233 Christmas (+)

EDUCATION & SCIENCE

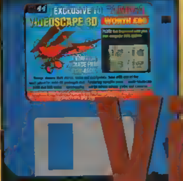
E002 LEARN AND PLAY 2 (+) Lots of fun educational games for under 10's.
E021 STORYLAND 2 Fairy tale adventure for you kids.
E022 SPANISH, FRENCH, GERMAN, ITALIAN TUTORS (+) - Four language tutors.

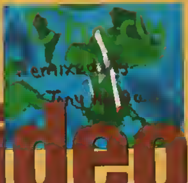
PRICES
Per Disk..................75p
Postage per order....75p
Catalogue Disk 50p

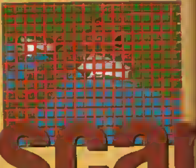
(+) MEANS AMIGA PLUS COMPATIBLE.

CHEQUES PAYABLE TO: J.FORD

TRY OUR CATALOGUE FOR 1000+ MORE TITLES, SAID TO BE THE BEST DISK BASED CATALOGUE AROUND. MONEY BACK GUARANTEE IF YOU CAN FIND ONE BETTER!







Videosca

With the November '92 issue we gave away the commercial 3D animation program Videoscape 3D. This month we'll conclude the tutorial series with a look at some of the program's more advanced features.

BACK AND FOREGROUNDS

If you've been following the previous tutorials, you may be wondering how you can create a more convincing scene for your animations. The simple sky and ground combination is okay for some applications, but if you want to give your creations a professional look, you should add your own backdrops. Any standard IFF picture file can be loaded as either a background or a foreground.

To see how it works, set up an animation sequence as we discussed in the December issue. Before running the animation, click on the LOAD BACKGROUND box. Find any disk with an IFF picture file, and put it in any drive. Select the picture from the file requester, and then run the animation as normal, by clicking on BEGIN ANIMATION. You'll notice that all your 3D objects are overlaid on the background picture. If you clicked the LOAD FOREGROUND box instead, the picture would be laid over the top of the animation. The animation will only show through the parts of the picture that are filled with colour zero, the background colour. Any other colours have priority over the images behind.

PLACING THE LIGHT SOURCE

Although *Videoscape* doesn't ray trace, it does use light sources to give realistically shaded surfaces. By clicking on the SOLID box you can define the direction and intensity of up to four light sources. A window will appear with slots for the X, Y and Z orientations of each light source, along with their respective intensities. The co-ordinates are all relative to the origin, the centre of your world.

EGG AND CHIPS

Until you've got the hang of using the ROT editor to make your own objects, you may find the EGG (Easy Geometry Generator) utility saves a lot of time. Double-click on the EGG icon from the *Videoscape* disk window. A CLI window opens up, giving you the option of creating any one of nine base objects. Enter the number of the object you want and press RETURN. Depending on the type of object, the program will ask you for a few sets of co-ordinates, to define the size and shape of your creation. Have your Videoscape disk write enabled (with the tab closed) in the internal drive, so that EGG can save the object in the GEO directory. You can then load your new object into the main *Videoscape* program.

3D MORPHING

Morphing is the smooth transformation of one shape into a new shape, carried out over the span of one complete scene. To use this effect, you first load one object into *Videoscape* and then load another. Then select the YES button labelled METAMORPH LAST TWO OBJECTS? in the OBJECT DESCRIPTION panel of the control window. The only prerequisite is that the two objects have the same number of points. When the scene is run, the metamorphosis takes place.

When *Videoscape 3D* morphs an object, each point in the second to last object loaded simply moves in a straight line toward the corresponding point in the last object loaded, getting there at the end of the scene. Point 0 moves towards the new point 0, point 66 goes to the new point 66 and so on. Be prepared for some strange results if your corresponding points are on opposite sides of your objects. Surfaces will 'pull through' one another as they move to their new positions!

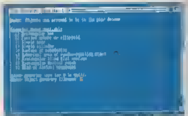
The more involved task is the creation of two objects with the same number of points, but with EGG and OCT it needn't be too difficult.

1. First create an object to your desired specifications using EGG
2. Load the object into OCT and use the scaling feature to squash or stretch it into a new shape.
3. These two shapes can now be used as the 'before' and 'after' shapes for a morph. The original object that you alter with OCT could just as easily be a hand-made creation, since OCT does not alter the number of points or polygons in objects that it distorts.

An alternative means of creating two morphable objects once again involves EGG, but in this case you won't necessarily be using OCT.

1. Run EGG and create the object of your choice and specifications. Take careful notes on the values you enter in response to all of the prompts.

Dramatic lighting can improve a scene's impact no end. Click on the SOLID box to bring up the requester and input your own choice of light source direction.



Another short cut can be accessed via the supplementary Easy Geometry Generator (EGG) utility, which can save you precious time by automatically creating cubes and cones

2. Restart EGG and select the same type of object. This time you use the same answers for prompts that effect the number of points and polygons (such as number of rings and number of points per ring), but different values for things that don't effect them. These are such things as maximum Y values and radii. As a note of interest, fractal patches always have 289 points

COLOUR CODES

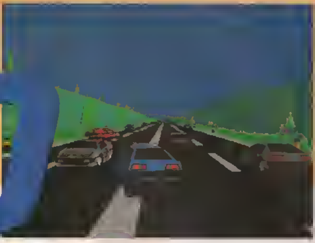
At times you'll have to input the colours of your objects in the form of numbers. Here's a list of the available colours and their corresponding numbers

COLOUR	MATTE	GLOSSY	UNSHADED
black	0	16	32
dark blue	1	17	33
dark green	2	18	34
dark red	4	20	36
brown	6	22	38
grey	7	23	39
light blue	9	25	41
light green	10	26	42
light red	12	28	44
yellow	14	30	46
white	15	31	47

Far left: Adding backgrounds to your animations spices them up no end. Take the computerised edge off them by importing backdrops from *Deluxe Paint.*

Left: Foreground overlays can also be used to good effect. The animation will show through the holes in your overlay, so you can easily come up with cockpit or window effects.

3D



Here's an example of how you might want to override the automatic rendering order. If the road was drawn last, it would obscure the cars, so you have to make sure it gets first priority on the rendering list. By the way, this is taken from Tobias Richter's excellent demo The Run. Check out this and some of his other early work to see just what's possible with *Videoscape 3D.*

ADVANCED TECHNIQUES

The two objects so treated may be distinctly different in size and shape, but they will have the same number of points and can be successfully morphed.

Now let's have a look at some specialised techniques with *Videoscape* that might not be obvious at first. Some of these are tricks for achieving certain visual effects that would be impossible or very time-consuming to accomplish by simple methods, so don't try them until you've mastered some more basic scenes.

1. QUICK SCENE RENDERING

Fixed camera scenes that have complex, non moving background objects (like a city or a fractal landscape) can often be rendered faster by first capturing a view of the background objects as an IFF image, using the ' key on the numeric pad. When generating the final scene, use the IFF picture as the background instead of making *Videoscape* render the objects themselves. Be sure to put the IFF file in the RAM disk before animating the scene.

2. POLYGON RENDERING

Sometimes it's desirable (for hidden surface reasons) for particular polygons to be rendered before everything else. For example, to show a car on a stretch of road, the road should be drawn first (otherwise it might obscure part of the car). Since polygons are sorted by their distance from the camera, incorrect sorting can occur if the car is further from the camera than the centre of the large polygon representing the road. To prevent any such problems, the road polygon can be made into a detail of a distant polygon (detail polygons are allowed to be far away from their 'parent' polygons). This works because the distant polygon is drawn first, immediately followed by its details (in this case the road). The distant polygon itself can be hidden by making it ground colour.

3. SHADOWS

To make an object appear to cast a shadow on the ground, create a new object consisting of a single polygon. The polygon should have the same top view outline as the original object, but it should lie flat on the ground (its Y co-ordinates should all be zero). For best results, use a darker shade of the ground colour for the shadow. If the shadow will pass over different ground colours in the same scene, black can be used. Also, the shadow polygon may have to be subdivided if show-through problems occur. Give the shadow a motion that will keep it directly under the original object. More complex variations of this method can be used if the lighting direction is not straight down or if the original object changes pitch or bank during the scene (in which case the metamorph feature might be useful).

4. REFLECTIONS

You can portray mirror reflections in Videoscape. As an example, an object can be shown reflecting off the surface of a pond by adding an upside-down version of the object below the water-level. Use an IFF foreground painting to represent the ground with a transparent area for the pond itself. When setting up the scene with the control window, set both background colours to the desired sky colour, and load the main object. Then load a copy of it which is flipped over and place directly under the original object, as far below the pond as the original object is above it. From certain view points, the second object and the background colour will appear through the hole in the foreground painting, creating the illusion that the original object and the sky are being reflected by the water. Symmetrical objects like spheres are the easiest to use, since they can be flipped simply by specifying a pitch or bank angle of 180 degrees. Also, the lighting direction should be parallel to the reflecting surface, so that the shading on the reflection will match that of the original object.

5. CHANGING PIVOT POINTS

There are two ways to make an object move along a circular path. The standard method is to create a motion file containing several key points around the circumference, letting *Videoscape*'s smooth interpolation move the object between these points. A more precise, but less general technique, is to use OCT to make a special object just for the scene in question. The new object should be a copy of the original object, but displaced by an equal amount to the radius of the intended circular path. Making the new object move is now as easy as changing one of its rotation angles. No position changes are needed, since the pivot point is now stationary. As an example, an airplane can be made to perform an inside loop by lowering it down the Y axis by the radius of the loop (using OCT), and then changing its pitch angle from 0 to – 360 during the scene. Modifying pivot points with OCT is a very useful technique. By carefully placing the pivot points of several objects, jointed mechanisms such as mechanical arms can be modeled.

6. METAMORPH EXAMPLES

Jointed object motion can also be simulated by using the metamorph feature, as long as the objects don't have to be perfectly rigid. To do so, simply set up two or more configurations of a multi part object and morph between them, stringing several scenes together if necessary. Even a walking figure could be animated this way.

Another metamorph trick is to build extra points and polygons into an object, hiding them by making them co-planar with (and the same colour as) the rest of the objects surfaces. Such a deceptively simple object can then be morphed into a much more complex-looking object. Many more metamorph ideas are waiting to be discovered.

7. INSTANT OBJECT APPEARANCE AND REMOVAL

A none too obvious use of the linear motion interpolation option is to cause an object to suddenly appear or disappear in the middle of a scene. Objects can be kept out of sight by placing them behind the camera. When they are to appear, they can be instantly moved where they're needed by using a one-frame-long tween in their motion files. Objects can be instantly removed in the same way. An object can suddenly change into something else by combining the appearing and disappearing techniques. To prevent *Videoscape* from trying to smooth out these motions, it is important to specify linear interpolation in the motion files by making the tween lengths negative. Possible applications of these ideas include simulating lightning bolts, spacecraft steering thrusters, or flashing warning lights.

So there you have it. For examples of the kind of things *Videoscape* can do when it's pushed, check out some of the early animations from Tobias Richter, such as The Run or F15. Who knows, with a bit of imagination and a fair bit of sweat, maybe you too could become a legend in your own trousers. ●

Discount Prices For Dedicated Users

C + S COMPUTERS

Silly Prices For Serious People

Free T shirt with every order over £10.00!
T shirt + 10 cap disk box with all orders over £20.00!
Over 800 second hand + new games from only £3.50!!
Send for our 20 page catalogue now!!

Joysticks

Power Play Cruiser	(Black)	8.99
" "	(Multi)	9.99
Competition Pro	(Black)	10.99
" "	(Extra Clear)	14.99
" "	Star	13.99
Apache		5.99
Python 3		8.99
Maverick		10.99

Over 20 more at discount prices

Disks (Bulk, coloured)

3 1/2" DSDD	Orange (min qty 20)	45p
"	White	45p
"	Red	45p
"	Black	45p
"	Yellow	45p
	Green	45p
	Blue	45p

Computers

Amiga 4000 6mb RAM 120mb HD	£2150.00
Amiga 1200 2mb RAM no HD	£347.00
Amiga 1200 + 2mb + Zool + Striker + Pinball Dreams + Transwrite + 1st On Holiday ONLY £399.00!!	
Amiga 600 Stand Alone	£277.00
" D Paint III + Lemmings	£285.00
Wild Weird + Wicked	£329.00
Epic Hard Drive Pack (20mb)	£449.00
Amiga 500+ Cartoon Classics Pack	£277.00
A570 CDTV Add on drive + Fred Fish library + Sim City	£325.00

Example Games Prices

New		Used (subject to stock)	
Prince of Persia	7.00	688 Attack Sub	9.00
Pacmania	6.00	A320 Air Bus	14.00
The Godfather	7.00	Ashes of Empire	11.00
Steve Davis Snooker	7.00	Atron 5000	5.00
Smash T.V	6.00	AMOS	14.00
3D Sports Boxing	7.00	AMOS Compiler	14.00
3D Sports Driving	7.00	Easy AMOS	14.00
Trivial Pursuit	7.00	Global Effect	14.00
Centrefold Squares	4.00	Flood	5.00
Deluxe Strip Poker	7.50	Gunship	9.00
Over 500 more at low prices		Mig 29 Super Fulcrum	14.00

Cheques & Postal orders to:
C & S Computers
37 Park Road,
St Marychurch, Torquay,
Devon TQ1 4QR

Telephone 0803 329190 P&P on Hardware £7.50. P&P on Games 75p. Our shop is open Mon-Sat 10am - 8.30pm Sun 12 - 7.30pm. Send £1 & a large S.A.E. for our catalogue. Refundable with first order. Please allow 5 days for cheques to clear. Prices subject to change & availability.

SOUTH LINCS PD

1-9 disks 90p, 10+ disks 80p, add 60p for P&P per order. large selection of Amiga PD (approximately 2000 disks) including Games, Graphics and Animation, Utilities, Music, Demos. Fred Fish Disks 1-740, T Bag Disks 1-64. Below is a small selection of titles available

GAMES
1007 Pacman 87 (P)
1039 Treasure Search (P)
1054 Balloonacy' (bomber) (P)
1062 Quin & Silva (platform) (P)
1100 Pete's Quest (platform) (P)
1107 Blackjack Lab (pontoon) (P)
1113 Airmania (P)
1128 Amos Fruit Machine 6 (P)
1133 Property-Market V1.1 (P)
1100 Escape (P)
1100 Mental Images Games 2* (P)
1100 Super Pac-Man 90'
1101 Othello A Card Sharp (P)
1157 Total War (Risk) (P)
1100 Roulette (P)
1100 Texas Chainsaw Massacre (P)
1170 Mr & Mrs' (platform) (P)

GRAPHICS & ANIMATIONS
2001 Walker 1' (animation) (P)
2082 Porky Pig' (animation) (P)
2158 Aliens (slideshow)
2100 Girls of Sport (slideshow) (P)
2100 Four Stroke Engine* (anim) (P)
2197 Terminator 2* (animation)
2100 The Art of T.Richter (2D) (P)
2205 Unsperling (E.S. anim) (3MB) (P)
2210 Alien Breed' (animation)
2213 Planetside* (animation) (P)
2217 Perils Of The Deep' (2D)
2231 RBF Shuttle Slideshow 1 (P)
2288 Back From The Beach* (P)
2330 Norm Owner'

UTILITIES
4087 C Manual V2.0 (4D) (P)
4106 NorthC V1.3 (2D) (P)
4106 B Base II V0.32 (P)
4117 Electric Cad V1.2 (P)
4118 MED V3.21 (music editor) (P)
4124 AmiBase Pro II V1.3 (P)
4126 PC Task V1.04 (demo) (P)
4136 Sect X V4.50/V5.01 (P)
4136 Sound Tracker 2.6 (P)
4136 Spectra Paint V3.0 (P)
4136 Vis Clip Art (P)
4160 Garfield Clip Art (P)
4144 Amos V1.31 Update (P)

MUSIC & SCENE
5001 Flash (Queen Hit) (2D) (P)
5003 Budge-Rudge (2D)
5068 Gorilla Sketch (2D) (P)
5080 Madonna (Spanky) (P)
5017 Pure Metal
5047 Amazing Tunes 2 (1.5Mb) (3D)
5062 Batrious (2D) (P)
5072 Van Halen (Eruption) (P)
5068 Righteous music 1 6 (P)

DEMOS
6062 Pussy Innership (P)
6063 Thames TV Demo (P)
6068 Virtual Worlds Demo
5070 Alpha Omega (P)
6065 Odyssey (6D) (P)
5070 Voyage (P)
6090 Cal Computer Club Demo (P)
6001 Plasmutes
6094 Goldfire Megademo (3D)

(P) = 500+ and A600 compatible, * = 1Mb, (60) = 6 Disks (3D) = 3 Disks etc
Note our version of Odyssey is now 500+ Compatible.

BLANK DISKS 3.5" DS/DD

Unbranded		Mitsubishi Branded	
10	£4.70	10	£6.00
50	£21.00	50	£28.00
100	£38.00	100	£55.00
200	£72.50		
500	£169.00		

All blank disks are 100% certified and guaranteed. Prices include labels, VAT and postage/delivery.

High density blank disks also available (DS/HD), ring for details.

Catalogue disk only 60p or send S.A.E for list of titles. All orders of PD sent same day by first class post. Overseas, Europe add 25p per disk. ROW add 50p per disk. Cheques/postal orders made payable to South Lincs PD.

South Lincs PD, Dept CU, [illegible] Linden Rise.
Bourne, Lincs. [illegible]. Tel 0778 [illegible]

"My palms were actually sweating as Italy surged forward"

SOCCER SUPREMO

With Soccer Supremo the soccer management game comes of age with a match display that not only gives considerable information about the performance of players and team, not only allows the major tactical changes the state of the game demands, but is also entertaining and even exciting. The childish number juggling game has been replaced by an intelligent select-the-team and watch-the match simulation. Oh ... yes. Italy equalised but England won on penalties....

THE WORLD CUP - THE ULTIMATE CHALLENGE

The ultimate challenge in soccer management is to take a ragbag of good club players and mould them into an efficient, organised squad that will take the rest of the world apart in the World Cup Finals. Why not join Michel Platini, Johan Cruyff and Franz Beckenbauer in the USA in 94?

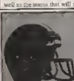
Soccer Supremo puts you in charge of a European national squad preparing for the European Nations Cup qualifiers. You have an initial four year contract that may be extended to six or eight years, or reduced to two, as the results dictate. You'll be expected to qualify for the Finals, then put up a show against the best European teams, but this is just preparation for the big one. The World Cup!

Customisation. The game will allow you to take the European nation of your choice and you [illegible] introduce a further 34 players, making 50 in all, whose names and skills (but not levels) You can define yourself. These players are introduced gradually as you discover the weaknesses in your squad and also to create the balance of skills that match your style of play. The original 16 players can be defined in the same way using the EDIT program (free with the game) if you wish as well as the teams that will make up the opposition.

3D, 22 MAN MATCH DISPLAY

Continuous display of
OV'LL/ATT/MID/DEF POSSESSION STATS.
IND PLAYER ACTIVITY STATS.
PLAYER FATIGUE /FITNESS STATS
STATE-OF THE-GAME INFORMATION
PLAYER-WITH-THE-BALL INFORMATION

IN MATCH TACTICAL MOVES
SUBSTITUTIONS
POSITIONAL CHANGES
OVERALL WORKRATE
IND. PLAYER WORKRATE



HEAD COACH V3

"From my point of view, the game has kept me sitting up at night through holidays and weekends for up to 12 hours at a stretch, with minuscule breaks for food and other necessities... It is a game I have no hesitation in recommending to anyone with even the slightest interest in American Football." ATARI USER

Headcoach V3 has been described as "the best game ever put onto a computer". It is the complete American Football game, a multi season epic with the very best trade elements of the real thing. You will call the plays, devise the gameplans and develop the team.

Use the first season (2 pre season games, 16 regular season games and the play-offs) to discover your 45 man squad's qualities. Then exploit the college draft to improve the team and expand your game play to beat the very best the NFL can throw at you.

56 Screens of stats are available to help you to judge your players and team performances.

Players will age and teams will fade (players will last about 6 seasons), but you will stay and rebuild...

THE MIDNIGHT OIL

Tel Sales:
0438 721936
FOR
NEXT DAY
DELIVERY

POSTAL SALES

The Midnight Oil
Dept CU
18, Hazelmere Road,
Stevenage SG2 8RX

2/3 days delivery

Please supply:

	HC	DIV1	SS
AMIGA	☐	☐	☐
	£19.95	£19.95	£19.95

Head Coach works with ALL Amiga/monitors
SS and DIV 1 require colour monitor/TV.

PLEASE REMEMBER TO
QUOTE *"CU AMIGA"* WHEN
RESPONDING TO ALL
ADVERTISEMENTS.

AMIGA USERS!

ST USERS! PC USERS!

Have you written or designed a commercially viable piece of software, either entertainment, business, education or utility?

If so, then we would like to hear about it!!

Our company is expanding into software development and production, and we require quality software to publish worldwide.

For further details contact the Project Director at:

GKS Design; 46 Golden Drive; Eaglestone; Milton Keynes; MK6 5BJ

WACK PD

New Exchange Buildings, Queen's Square,
Middlesbrough, Cleveland TS2 1AA. Tel . 0642 246548

Demos

- Anhedonia +
- Braxx Megademo 2 +
- Burning Spear +
- Crime Against Humanity
- Hardwired (2)
- In The Kitchen +
- Melon Brang +
- Mobius +
- Particle Dreams +
- Piece Of Mind
- Redsplasmmer Intro
- SOS +
- Sunshine (2) +
- Terminator 2,Judgement Week +

Music

- Alister Brimble Music
- Black Energy +
- Bruno s Music Box 2 +
- Bruno s Music Box 3 (2) +
- Cyberemotions
- Cyanide Rave Music 1 +
- Digital Disco
- DJ Innovator Music Disk 1
- Jesterday
- Jiggle It
- Lollosas Multitude 2 +
- Logotion It +
- Magic Raver 2 (4)
- Rave Visions +
- Robbed Ripped Music 1 +
- Rolling (2) +
- Stay +
- Techno Tower
- Techno Warrior
- The Long Dark Teatime (4)
- Total Knee (2)

Utilities

- A500+ Emulator
- Assassins Print Utils +
- Dirwork 1.5)+
- Fractal Generators +
- GCSE Maths +
- Killing Dinosaur +
- Language Tutors +
- Magnum Disk Mag Creator +
- Med 3.2 +
- Opti Comms 2 +
- PC Tools +
- Printer Drivers +
- Sid 2 +
- Text Engine V3.0 +
- Typographer +
- Wack PD Utility Disk +
- World Data Bank +

Animation

- Agatron Anims 2-35 (Call) +
- Amy V Walker +
- At The Movies 2 (4) +
- Batman +
- Bottle Clever Anims +
- Cruise For A Corpse +
- Education Of Cool Cougar +
- Jet Anim +
- Lines
- Magician Version 2 +
- Nakkisornal Ruler III
- Porky Pig +
- Kent Pinball +
- Scummers Horror Anims (2) +
- Station At Khern +
- Stealthy Anims 2 +
- Vietnam Conflict +

Slideshows

- Agatron Slides 2-13 (Call) +
- Akira Slides +
- Chris Hill 91 Slides +
- Creepshow Slides 1
- Creepshow Slides 2 +
- Gravel Slides 4 +
- Gravel Slides 7 +
- Hellraiser
- Museum +
- Sun Connection Slides 1
- Sun Connection Slides 2 +

Games

- Airtanksie +
- Blonds 2 +
- Chess Engine Pro +
- Cyanide Games Pack 1 +
- Diplomacy +
- Krusty's Super Funhouse Pro +
- Lemmings Levels +
- Lemmings 2 Pro +
- Lionheart Pro +
- Lotus 1.31 Pro +
- Mario 3.0 +
- Mr & Mrs Men +
- New Year Lemmings 1992 +
- Pinball Fantasies Pro +
- Red Dwarf Games +
- Superleague Manager +
- T&P Games Packs 2-5 (Call) +
- Tetradrix
- Wack PD Games 1-6 (Previews of Street Fighter 2, Nigel Mansell etc, etc) +

Call for latest titles!!!!!

1-9 disks £1:25 10 disks or over £1:00 Catalogue Disk £1·00 Add 80p p&p per order
Make cheques or postal orders payable to · WACK
If you have any good quality PD that's not in our collection then please get in touch!

Unit 44, In Shops, Bristol Road South, Northfield,
Birmingham, B31 2PA.

PRODISC

Telephone : (021) 475-8007

Public Domain

Phone for your FREE catalogue
of over 1000 disks

FROM ONLY 80p PER DISK

Utilities Clip Art Music
Animations
Demos Education
Games

GOLD MASTER

Branded 3.5" disks
with labels and
2 for 1 lifetime
warranty

10	£4.99
50	£24.00
100	£47.00
250	£112.50
500	£210.00

Joysticks

Apache 1	£7.50
Python 1	£9.99
Jet Fighter	£11.99
Maverick 1	£12.99
Zipstik Auto	£12.99
Speed King	£12.50
Sigma Ray	£13.99
The Bug	£14.50

Mice

Naksha Mouse with Operation Stealth game	£24.99
Zydec Trackball	£27.99

Disk Boxs

50 Capacity	£3.99
80 Capacity	£5.50
Banx Box 80	£9.99
Posso Box 150	£16.99

Postage

U.K.	£1.00
Eur	£2.00
ROW	£3.00

Educational Software Fun school 3:Under 5s, 5 - 7s Over 7s £14.99

HOW TO ORDER : Either phone for your free catalogue and use the order form attached, or write your order neatly on a peice of paper and send it together with a cheque or postal order made payable to PRODISC. to us at the address shown above. Please do not forget the appropriate postage.

CPPD AMIGA 500 500+ & A600 PUBLIC DOMAIN SOFTWARE.

EVERY DISK FULLY COMPATIBLE AND VIRUS FREE. OFFERING THE MOST FRIENOLY & RELIABLE SERVICE AVAILABLE TO ALL AMIGA USERS. JUST A SMALL SELECTION OF DISKS AVAILABLE.

CPPD UTILITIES 12 DISKS ★ WORKBENCH 2 UTILITIES-10 DISKS ★ NU(GAME) GELIGNITE FONTS 3 DISKS ★ COLOUR LABEL DESIGNER ★ LEMMINGOIDS ★ EDWORD V2.2 ★ MED 3.21 ★LLAMATRON ★ E TYPE ★ PROTRACKER V2 00 ★ PLASMUTEX 91 ★ WWF WRESTLERS SLIDESHOW ★ SEALANCE ★ ST BASH V3 00 ★ WALKER 1+2 ANIMATIONS ★ AT THE MOVIES 1+2 ★ IMPACT OPERATION VARK ★ RAZOR 1911 VOYAGE DEMO ★ TEXT ENGINE V3 00 ★ CPPD CLASSIC UTILITIES VOL.1 ★ SLIDESHOW MAKER ★ DEAD ALIEN REMIX ★ SILENTS BLUESHOUSE-2 DISKS ★ WINDOWBENCH 2 -2 DISKS ★ KIDS PAINT ★ C DESIGNERS SET 6-DISKS ★ TREASURE HUNT ★

FOR A FREE CATALOGUE CALL CHRIS ON [illegible]
7 DAYS A WEEK 9AM - 10PM.
3 DUNEDIN CRESCENT, WINSHILL,
BURTON-ON-TRENT, STAFFS.

ARTWORKS CLIP ART

Each disk contains between 115 and 270 original, high quality, images for use with Amiga Art and DTP programs - Deluxe Paint, Pagesetter, Pro Page, Pagestream, Wordworth, Penpal etc.

1 Pets 2 Castles, cottages and churches 3 Trees
4 Signs & symbols 5 Wild animals 6 Prehistoric life
7 Signs & symbols II 8 Weddings & family occasions

£6.99 each - Buy 3 or more for only £6 each - Over 1400 images for only £48 inclusive of 1st class P&P

AMIGA COMPUTING "Best Buy"
CU AMIGA awarded ★★★★★ AMIGA FORMAT 85 %

Please make cheques/PO's payable to ARTWORKS
(Dept CU) 1, Pond View, Wootton, Ulceby, S.Humberside DN39 6SF ☎ 0469 588138

AMIGA REPAIRS

FIXED CHARGE ONLY £42.99 Incl.

Est. 11 Years

FIXED CHARGE INCLUDES PARTS, LABOUR, DELIVERY, VAT
90 DAY WARRANTY ON ALL REPAIRS
24 HOUR TURN-AROUND ON 95% OF REPAIRS
ALL UPGRADES PURCHASED FROM US FITTED FREE WITH REPAIR
INCLUDES REPAIRS TO DRIVE & KEYBOARDS
FULL DIAGNOSTIC TEST AND SERVICE

In Stock **SPECIAL OFFERS** New Low Price

INTERNAL 3.5" DRIVE *Simple to fit, fully documented*	£38.99	**A500 KEYBOARDS** *Factory new Genuine part*	£42.10
ROM SWITCHER *Keyboard/mouse switched*	£14.95	**FATTER AGNUS 8372A** *1 Meg chipram compatible*	£36.50
KICKSTART 1.3 ROM *For software compatibility*	£25.00	**CIA IC** *Printer Serial, Drive ports*	£10.93
KICKSTART 2.04 ROM *Upgrade to A500+ Rom*	£29.90	**GARY IC**	£11.50
SUPER DENISE *Excellent value*	£29.90	**PAULA IC**	£19.95
68000 CPU	£15.00	**DENISE**	£19.95

⚠ ATTENTION ALL DEALERS ⚠
Our company now offer the most competitive dealer repair service.
Full credit facilities available
Send for our Free information pack today...

We reserve the right to refuse repair for whatever reasons
Prices only valid with this coupon
Service HOTLINE (0533) 470059
DART Computer Services
105 London Road
LEICESTER LE2 0PF

DART Computer Services

Crazy Joe's

AMIGA PUBLIC DOMAIN SOFTWARE
Crazy Joe's, Dept CU01
145 Effingham Street,
Rotherham, S Yorkshire S65 1BL

CREDIT CARD ORDERS
(0709) 829286
FAX YOUR ORDER ON
(0709) 830068

This is just a small selection of the Amiga P D. we have available.Details of the whole library may be found on the catalogue disk.

DISK PRICES (per disk)
1 - 9 disks . . £1.25 each
10 or more . . . 99p each
Catalogue Disk 99p
Fish Disk Catalogue 99p

POSTAGE
Price includes postage in UK
Europe (inc Eire) add £2 50
Rest of World add £4 00
Overseas orders sent Air Mail
PAYMENT IN STERLING PLEASE!

KEY TO ABBREVIATIONS
(2) = Number of disks in set
(2D) = 2 drives
[NP] = NOT A500 Plus or A600

WE BUY & SELL NEW & USED CONSOLE GAMES - stamped addressed [illegible]

VISIT OUR SHOP Commercial games, accessories, blank disks, Public Domain, etc. Monday to Saturday 09 30 - 17 30

GAMES
2011 Twintris
2013 Zeus
2015 Yelp!
2016 Downhill Challenge
2018 Wizzy's Quest
2050 Insider Club
2155 Ghostship
2167 Llamatron
2177 Nicktmus Data Disk 2 - Tinford
2178 Sky Flyer
2183 Revenge of Mutant Camels
2184 Tomcat
2185 Quik & Silva
2186 Card Sharp
2192 Storyland 2
2196 Assassins Games 14 (NP)
2198 21 Games
2222 Challenger (NP)
2223 Landmine / Sub Attack
2226 Mine Clearer / Scud Buster
2227 Bounce & Blast
2228 Question Tort
2235 Beast
2236 Escape
2241 Super Skoda Challenge
2243 E-Type
2244 Survivor
2249 SIC
2251 Orb-II / Vingletun
2252 Smash TV Rip-off (NP)
2253 Contool Number 1 (NP)
2256 Kingdom of War
2270 Cybernetix (NP)
2273 Blob
2274 Billy the Dragon
2278 Serene 3 Final Battle
2277 Pest
2293 Mr Brick
2294 Magnation (NP)
2295 Rush Hour
2296 Pork A Pig
2297 Nebula Wars of Uropa
2298 Super Pacman '92
2299 Ouch!
2300 Excalibur (NP)
2301 Property Market (NP)
2302 No Mans Land
2303 Operation Desert Storm
2304 Project 1
2305 Master of the Town (NP)
[illegible]
2307 Nasirac
2310 Go Loopy!

USEEUL SOFTWARE
442 DPaint Fonts Disks (4)
432 MSH (MessyDOS)
642 C Manual
901 The Comms Disk
1022 AMOS Update 1 34
1095 Database Workshop (2)
1097 DPaint / PSetter Clip Art (2)
1117 Geneaology
1451 ElectroCAD
1545 SpectraPaint V3 0
1550 FlexiBase V2 0
1569 Language Tutor
1606 Database Master 2 0
1678 Textplus Shareware WP
1680 DCopy & Utilities
1695 DICE V2 06A
1696 Desk Bench (3)
1906 PageSetter Clip Art (8)
1914 Slideshow Construction Kit
1951 King James Bible (4)
1987 Quickbench
2012 Draw Map V2 5D
2174 Anti-Virus V5.14
2180 Text Engine V3.0
2181 Amiga Fax DTP
2182 Window Bench (NP)
2186 Perm Check
2189 Print Studio V1.25
2190 Picture Convertors
2195 Base 2
2197 UniCopy V1.0
2200 Little Bench (Plus only)
2202 Tarot 2 (2) (NP)
2220 Dungeon Map V1.0
2221 Amigazer V3 0
2224 Landscape (NP)
2225 Budget
2229 MED V3.2
2230 Mega Monitor V3.2
2231 Hardware Hints Vol1
2232 Hardware Hints Vol.2
2233 Opti Comms 2
2234 STD Code Finder
2237 Term V1 9C (WB 2 only)
2242 8-Colour Icons
2247 Slideshow Creator
2248 EdWord
2254 AMOS Compiler Update V1 34
2256 Race Rater V1 6
2257 Cyclops V1 0
[illegible]
2276 Dlab
2314 The Animation Construction Kit

Deja Vu Licenceware £3 99 each
(S.A.E for full list plus descriptions)
GA=Game UT=Utility CH=OK for kids

V004 THINGAMAJIG (CH)
V008 WORK & PLAY (CH)
V010 WORD FACTORY (CH)
V013 JIGMANIA (GA)(UT)
V014 PLAY IT SAFE (CH)
V017 DOG-FIGHT II (GA)
V028 BUDBASE (UT)
V029 BIG TOP FUN (CH)
V042 X-STITCH (UT)
V044 FORMULA ONE CHALLENGE (GA)
V045 MUSIC BOX (CH)
V047 DIRTY CASH (FRUIT MACHINE)
V048 SPARX STOCKING FILLERS (GA)(CH)
V049 MARVIN THE MARTIAN (GA)(CH)
V051 MAGICAL YOUNG ARTIST (CH)
V055 SPRITEX V1.32 (AM)(UT)
V056 CTEXT V1.3 (AM)(UT)
V059 PREHISTORIC FUN (GA)(CH)
V064 RESCUE 1 (GA)
V065 POWER PLANNER / DIARY (UT)
V066 HOTEL MANAGER (GA)
V068 VIRUS BUSTER V2 2 (UT)
V069 MAGICAL MIX UP (GA)
V070 PAINTBOX (CH)
V071 BATTLECARS (GA)
V072 MONSTER ISLAND (GA)(CH)
V073 AMOS DATABASE V4.0 (UT)
V075 VIDEO TAB V1.0 (UT)
V077 POWERBASE V2.1 (UT)
V079 MUSIC ENGINE (AM)
V081 TOOLS PRO V1.2 (UT)
V082 COLOURING BOOK 2 (CH)
V083 PICTURE HANGMAN (GA)(CH)
V084 GUESS WHO (GA)
V087 PUZZWORD (GA)
V089 SKYBASE 22 (GA)
V090 CONCERT BOX (UT)(CH)
V091 FUN TO LEARN (CH)
V094 ALL SQUARE (GA)
V095 KIDDIES CLIP ART 2
V096 MAGIC WASSOCKS 2 (GA)
V098 POWERTEXT V1.02 (UT)
V099 PEG A PICTURE (CH)
V100 SPRITE EDITOR II (UT)
V101 MORSE CODE TUTOR (UT)
V102 DISTANCE ESTIMATOR (UT)
V103 GADGE 1 (GA)
[illegible]
V106 SUPER SKODA REVENGE (GA)
V106 ORGANISER (UT)

FREE! ZOOL

SOFTWARE PACK WHEN YOU BUY AN AMIGA FROM SILICA

ZOOL
SOFTWARE PACK
4 TOP TITLES!
PINBALL DREAMS
TRANSWRITE
STRIKER
ZOOL

GFA BASIC + PHOTON PAINT 2

TOTAL VALUE OVER **£265**

Silica are pleased to offer THE Software Pack of the Year FREE with every Amiga purchased at normal Silica prices. It includes the sensational new title ZOOL which has received rave reviews as the most original game ever seen on the Amiga.

ZOOL "Knocks the socks off Sonic." 97% Amiga Computing Nov '92

STRIKER "Footballer of the Year and no mistake." 94% CU Amiga June '92

PINBALL DREAMS "It's quite simply superb" 94% AUI Sept '92

TRANSWRITE Premier word processor (UK version) with a 90K spell checker

Plus, with every Amiga from Silica, we will give you Photon Paint 2 paint package and GFA Basic programming language. A total of over £265 worth of free gifts

ZOOL PACK:

ZOOL platform title of the year	£25.99
STRIKER soccer simulation	£25.99
PINBALL DREAMS pinball simulation	£25.99
TRANSWRITE word processor	£49.95

PLUS!

GFA BASIC v3.5 programming language	£50.00
PHOTON PAINT 2 paint package	£89.95
	£267.87

AMIGA 600 with FREE! Lemmings AND Deluxe PAINT III PLUS! FREE! ZOOL PACK + MORE! SEE ABOVE

The new Amiga 600 uses state-of-the-art surface mount technology for maximum reliability and features a 3½" floppy drive, mouse, TV modulator and smart card slot all as standard. The innovative smart card slot accepts games, ROM or RAM cards (from 1Mb up to 4Mb) and will take advantage of many future new developments. The very latest version of the operating system Kickstart/Workbench v2.05 is used in the Amiga 600 and its enhanced chip set facilities include improved graphics resolution, increased genlock support and the facility for up to 2Mb of chip memory. The Amiga 600 is fully compatible with the A670 CD-ROM Drive and Interface which will give it access to a full range of CDTV titles and audio CDs. The Amiga 600 is available from Silica in several configurations including a special 2Mb RAM upgrade optional extra - see the chart below

A600 + LEMMINGS + DPAINT III

£299

INC VAT Ref: AMC 0600

NEW! AMIGA 1200

2Mb RAM
FREE! ZOOL PACK + MORE! SEE ABOVE

£399

INC VAT Ref: AMC 1200

INCLUDES BUILT IN 18-KEY NUMERIC KEYPAD

- Motorola 68020EC Processor
- 14.19MHz Clock Speed
- 32-bit Architecture
- 2Mb Chip RAM Standard
- Amiga DOS v3.0
- AA Chip Set for Enhanced Graphics
- 16 Million Colour palette
- 2-256 Colours on Screen
- 1 x 32-bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot takes 512K - 4Mb PC Cards
- Built-in TV Modulator
- 96 Key keyboard with Numeric Keypad
- 2½" Internal Hard Drive Optional Extra
- 1 Year On-site Maintenance

AMIGA 500 Plus CARTOON CLASSICS

CARTOON CLASSICS
A500 PLUS MODEL
FREE! ZOOL PACK + MORE! SEE ABOVE

INCLUDES BUILT IN 18-KEY NUMERIC KEYPAD

PACK INCLUDES:

1Mb AMIGA 500 PLUS	£299.99
BUILT-IN 1Mb DRIVE	FREE
A520 TV MODULATOR	FREE
THE SIMPSONS	£24.99
CAPTAIN PLANET & THE PLANETEERS	£25.99
LEMMINGS	£25.99
DELUXE PAINT III	£79.99
PLUS! FREE FROM SILICA	
ZOOL PACK	£127.87
PHOTON PAINT v2.0	£89.95
GFA BASIC v3.5	£50.00
PACK VALUE	[illegible]
PACK SAVING	[illegible]
SILICA PRICE	[illegible]

We are pleased to offer the original 1Mb Amiga 500 Plus (Kickstart/Workbench v2.04), including a built-in 18-key numeric keypad and Cartoon Classics software at the unbeatable price of only £299. The Amiga 500 Plus can be upgraded, using any of the hundreds of peripherals that are now available which include the award winning range of GVP hard drives. GVP peripherals can also provide PC emulation, additional RAM expansion, processor acceleration and extra hard drive storage space. There is also a wide range of expansions which give the A500 Plus higher resolutions and more colour and genlocking capabilities.

1Mb A500 + CARTOON CLASSICS

£299

INC VAT Ref: AMC 0582

NEW! AMIGA 600 PACKS

WILD, WEIRD & WICKED

FREE! ZOOL PACK + MORE! SEE ABOVE

The Wild, The Weird and The Wicked (WWW) is the title of Commodore's new Amiga 600 games pack. Priced at £349, it comes complete with Amiga 600 computer and mouse plus a range of high quality entertainment software. For pack contents plus a list of the FREE gifts from Silica with every Amiga 600 see the chart on the right

£349

INC VAT Ref: AMC 0649

EPIC 'HARD DRIVE' PACK

E·P·I·C
AMIGA 600HD
WITH 20Mb HARD DRIVE
FREE! ZOOL PACK + MORE! SEE ABOVE

For the more serious user, the £499 Epic Language Pack is based around the A600HD, the A600 with 20Mb hard drive. It includes challenging adventure games and software for the linguistically minded! Details are shown on the chart on the right along with a list of the FREE gifts from Silica with every Amiga 600 purchased.

£499

INC VAT Ref: AMC 0799

AMIGA 600 COMPUTER OPTIONS

	NO HARD DRIVE		20Mb HARD DRIVE
	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	£299.99	[illegible]
TOTAL PACK VALUE	[illegible]	[illegible]	[illegible]
PACK SAVING	[illegible]	[illegible]	[illegible]
SILICA PRICE	£299	£349	£499
2Mb RAM [illegible]	+£45	+£45	+£45

ALL PRICES INCLUDE VAT - [illegible]

SILICA SYSTEMS OFFER YOU

- *FREE OVERNIGHT DELIVERY* On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE* Team of technical experts at your service.
- *PRICE MATCH* We normally match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 14 YEARS* Proven track record in professional computer sales.
- *£12 MILLION TURNOVER (with 60 staff)* Solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT* Volume discounts available 081-308 0888.
- *SHOWROOMS* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE* All of your requirements from one supplier.
- *FREE CATALOGUES* Will be mailed to you with offers + software and peripheral details.
- *PAYMENT* Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX No Late Night Opening	Tel: 081-309 1111 Fax No: 081 308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA No Late Night Opening	Tel: 071-580 4000 Fax No: 071 323 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Selfridges (1st Floor), Oxford Street, London, W1A 1AB Late Night: Thursday - 8pm	Tel: 071-629 1234 Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Late Night: Friday - 7pm	Tel: 081-302 8811 Fax No: 081 309 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA No Late Night Opening	Tel: 0702 462426 Fax No: 0702 462363

To: Silica Systems, CMUSR-0193-80, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: ____ Initials: ____ Surname: ____

Company Name (if applicable): ____

Address: ____

____

____ Postcode: ____

Tel (Home): ____ Tel (Work): ____

Which computer(s), if any, do you own? ____ 80H

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

Mastering Amiga

Look out for these other great Amiga titles from Bruce Smith Books:

Mastering Amiga Beginners – £19.95
Mastering Amiga C – £19 95
Mastering Amiga System - £29.95
Mastering Amiga Printers - £19 95
Mastering Amiga Assembler – £24.95
Mastering Amiga AMOS – £19 95
available January 1993:
A600 Insider Guide – £14.95
Mastering Amiga ARexx - £21.95

CREDIT CARD HOTLINE
(0923) 894355
(24-Hr Ansaphone) – Same day dispatch†
Software disk free when ordered direct*

Special New Year Offer
Buy all three books for the special price of £49.99. (RRP £61.85).
Valid on all orders taken before 31/1/93 quoting CU Amiga when ordering.

Great new books for all Amigas from the best of British authors!

At last a definitive and totally comprehensive guide to Workbench 2 on the Amiga. Ideal for the beginner and experienced user alike, this book covers every aspect of Workbench useage from copying files to the use of Tool Types. A must for all Amiga users'

Mastering Amiga Workbench 2 by Bruce Smith 328 pages £19 95
ISBN 1-873308-08 6

The most complete tutorial ever written about the Amiga's operating system in a massive 416 pages. If you want to learn about AmigaDOS 1.3 or 2 then this is the book to buy. It assumes no prior knowledge but will soon turn you into an expert. With *free* Scripts disk

Mastering AmigaDOS 2 Volume One by Smith and Smiddy 416 pages £21 95
ISBN 1-873308 10-8

The full reference guide to the AmigaDOS command set, it has recently been revised to include over 25 new commands. Arranged alphabetically, it includes many worked examples. A must for the AmigaDOS programmer, it fully documents AmigaDOS 1.2, 1.3 and 2. Contains details on Mountlist, Commodities, etc

Mastering AmigaDOS Volume Two by Smith and Smiddy 366 pages £19.95,
ISBN. 1-873308-09-4

* On books where a disk is available † On orders taken before 4pm. Free postage in the UK. Add £3 per book (Europe), £6 per book elsewhere.

To order, send cheques/POs made payable to 'Bruce Smith Books Ltd' to: Bruce Smith Books Ltd (CUF), FREEPOST 242, PO Box 382, St. Albans, Herts, AL2 3BR.
Alternatively charge my Visa/Access/Mastercard. £ ....

Number: .... **Expiry Date:** ....
Name. ....
Address. ....
.... **Postcode.** ....

Please rush me the following books.

AIR WARRIOR

Fly the most accurate flight simulator ever created. Fly against the most deadly opponent known, real people! From bi-planes of WWI to jets of the Korean War, know what it was really like to fly. Air Warrior simulates the world of the real ACE.

"... best flight simulator ever." Amiga Format

"thrilling ... the greatest experience in flight simulator history." PC Format

"unparalleled ... amazing ... huge." NCE

"game dynamics impossible to duplicate in conventional computer simulation." Omni

"incredibly realistic flight simulator." What PC

Amiga, Mac Color & Mono, PC and ST £34.99

Air Warrior includes: Two comprehensive manuals, Campaign Map, Terminal/Off-line Trainer, Data disks, Free Host membership. £30 of connect credit. Modem offer

For further information call On-line on 081-558 6114.
642a Lea Bridge Road, London E10 6AP.
Host 081-539 6763.

AIR WARRIOR
On-line

AMIGA Workshop

ISSUE 2

JANUARY 1993

165 BOOKSHELF

[illegible] to expand space. This month we dragged one author away from his wordprocessor to review three from the [illegible] pile. Paul Overaa gives you the low-[illegible]

169 PROFILES

[illegible] more we've contaminated these hallowed pages with our ugly mugs [illegible] out what we've been up to when you were [illegible] your pressies

170 PROGRAMMING TUTORIAL

[illegible] with [illegible] world famo[illegible]

172 QUESTIONS AND ANSWERS

[illegible] the [illegible] again, we've seconded our very own Technical Editor, Nick Veitch, to the Q&A pages.

177 READER REVIEW

[illegible] actually write for us! Our guest [illegible] this issue is Simon Adamson with his own personal opinion on OctaMED Pro

180 BACKCHAT

[illegible] more packed with barbed comments and controversies aplenty.

185 CLUB CALL

[illegible] all those Amiga maniacs out there who actually talk to one another – the very idea!

188 COMMS

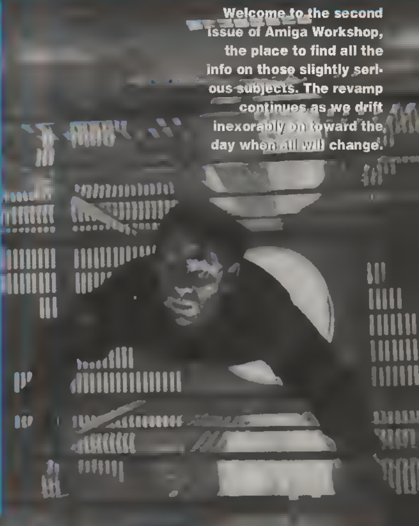
[illegible] with pals [illegible] through the network of bulletin boards. John Kennedy gets in-depth with one.

190 SOUND CHECK

[illegible] recorded on a [illegible]

194 POINTS OF VIEW

[illegible] to paper [illegible]



Welcome to the second issue of Amiga Workshop, the place to find all the info on those slightly serious subjects. The revamp continues as we drift inexorably on toward the day when all will change.

COMMS BOOK SHELF SOUND CHECK Questions Answers CLUB CALL READER REVIEW

(DEPT CU) DISKOVERY
108 THE AVENUE, CLAYTON,
BRADFORD, W.YORKS, BD14 6SJ.
TEL. 0274 880066.

P.D. YEAH CAN YOU DIG IT ?

SPECIAL OFFER!

HERE ARE 2 AMAZING OFFERS YOU CANT AFFORD TO MISS.
1.WITH EVERY 25 PD DISKS YOU BUY WE GIVE YOU 5 PD DISKS AT NO EXTRA CHARGE..
2.FOR EVERY 10 PD DISKS YOU BUY WE GIVE YOU A *FREE* 10 CAPACITY DISK BOX WORTH 1.99.

DISKOVERY
EST
DISKOVERY
SEP 91
DISKOVERY

DEMOS
PULLING THE TRIGGER
BUDBRAIN 2 (AFRICA)
VIRTUAL WORLDS
ODYSSEY (5 DISKS)
RED DWARF (2 DISKS)
DEVILS COLOURS
GRAPEVINE 9 (2 DISKS)
A TRIP TO MARS
WILDLIFE MEGADEMO
GOLDFIRE MEGADEMO
EPIC DEMO
HYPNAUTIC HAMMER 2
MELTED EXPERIENCE
TOTAL REBATE
TOTAL RECOUNT
PLANETSIDE
GLOBAL TRASH
SILENCE ICE
THE CULT MEGADEMO 2
DARKNESS MEGADEMO
LIFE MEGADEMO
END OF CENTURY 1999
ZEUS MEGADEMO
PHENOMENA DEMO
MENTAL HANGOVER
ANTITRAX 2010
TRIANGLE GIGADEMO 2
CAT FOOD 41
WORLD DEMOS 2
IAN AND MICK MIDEMO
VECTOR DEMOS
SINKING DEMAND
TSF DEMO VOYAGE
SHOCKWAVE
SAFY DEMO
DEVILS "NO REALITY"
DIMENSION A
PRECISE DEMO
TOTAL CONFUSION
AURORA MEGADEMO
FASINATION
WALTER ST DEMOS
TOTAL DESTRUCTION
DEFCON 1 (BIG MAG)
ZINE MAG
COAXIAL COMP
COOL FRIDGE DEMO
HARLEQUIN DEMO
SEEING IS BELEVING
MR MEN STORIES
SPELLBOUND DEMO
THE GROOVE RAM JAM
STAR WARS (2 DISKS)
NOT THE 9.00 NEWS (2)
POPEYE DEMO
THE C.R.S. DEMOS
AVENGERS MEGA DEMO
COW PACK 2 (BUDBRAIN 3)
DISORDER DEMO
BRAIN SNATCHERS
TAROT DEMO
TAS EGO TRIP
6 OF 1 DEMO
HARD CRACK MIDEMO
SUN CONNECTION 2
OBLIGE INFINITY
IRAQUI DEMO
SCOOPEX MEGA DEMO
SPASMOLYTIC
VIDEO EFFECTS 3D
VISIONS MEGADEMO
VISTA DEMO
EQUAMANIA 2
RED SECTOR DEMO
TOR WALL (6 DISKS)
FLOOD DEMO
EVILUTION LEG END
FLOP PACK 2
FRAYO 2
AMAZING DEMOS A
SNIPE DEMO
MC DISK 1 COMO
SHOTTIEO DEMO
CRIPT DEMO
GATE MEGA DEMO 2
D MOB MEGA DEMO
NURDRUM
NO TEC DEMO
RAZOR DEMO
DESPAIR DEMO
ED 209 THE REVENGE
BEASTIE BOYS DEMO
MIND WARP III DEMO
TRACKMO
SUBWAY DEMO
PARDON MEGA DEMO
REBELS DEMO
FORTH DIMENSION
DREAMERS 2

UTILITIES
QUICK BENCH
QUICK BENCH - (A500+)
CROSSWORD DESIGNER
NCOMM 1.92
MED 3.21
ICON EDITOR
ICON MANIA
AMICASH
ULTIMATE ICONS
NORTH C (2 DISKS)
D PAINT FONTS 1
D PAINT FONTS 2
D PAINT FONTS 2
MASTER VIRUS KILLER 2.2
MIDI UTILITIES
MESSY SID 2
MODEM UTILITIES
SPECTRUM EMULATOR
ANIMATED POINTERS
Q-BASE
DESK TOP PUBLISHER
DENNIS SAMPLES (7 DISKS)
P.S. GIANT UTILS (16)
VIDEO UTILITIES 1
VIDEO UTILITIES 2
HOME UTILITIES
JOURNAL HOME ACCOUNTS
AMI BASE
GFX UTILS 1
GFX UTILS 2
LABEL DESIGNER
BUSINESS CARD DESIGNER
BOOTBENCH V2.0
CLI HELP + OTHERS
CATALOGUE WORKSHOP 1
CATALOGUE WORKSHOP 2
SOUND MONITOR
DICE (2 DISKS)
BAD DEVILS UTILS
RED DEVILS UTILS 6
RED DEVILS UTILS 6
ELECTROCAD
SLIDESHOW MAKER
FONT DESIGNER
UEDIT
AMIGAFOX (W.P.)
PUMA TRACKER
POWERLOGO
OPTI UTILITIES
OPTI COMMS (NCOMM V2)
DISKSALV
NEW SUPER KILLERS V 2
D-COPY 3
P.C. EMULATOR
VIDI FONTS 1
400 BUSINESS LETTERS
INVOICE PRINTER
ILLINOIS LABELS
PROTRACKER V 2
GAMES MUSIC CREATOR
DIP SAP BROS UTILS
TOR COMMS DISK
SLICK UTILITIES VOL 1
SUPERTEX MODEM UTILS
CRYPTIC UTILS
NEW STATIC UTILS 4
PAINT / MUSIC 2000
FUTURE COMPOSER
KEFRENS MAKEBOOT
JAZZ BENCH
SYSTEM EXERCISOR
HARD DISK UTILS
LEARN AND PLAY 1
LEARN AND PLAY 2
SOUNDTRACKER 2.6
CROSS DOS DEMO
RIM DATABASE
DEMOLISHER UTILS 201
DENNISES HACK DISK
HOME BUSINESS PACK 2
SQUELCH
CELTIC DEMO MAKER
DATABASE WIZARD 1
BOZOBON
SID V2.0
POWERPACKER
SYSTEM SHUTDOWN
ATARI ST EMULATOR
BATBENCH
FLEXIBASE
SLIPSTREAM VIR KILLER
WORKSTATION
A GRANE (FAMILY TREE)
ULTRAPAINT 2
DESKBENCH ICONS
ICON COLLECTION 1
RAM LAB
LIQUID SQUAD UTILS
VIZ CLIP ANT

GAMES
BUG BASH
ASTEROIDS
DIZZY LIZZY
SUPER SKODA CHALLENGE
MISSION F RAID 2
MISSION X RAID 2
DYNAMITE DICK
POM POM GUNNER
ATIC ATAC
MARBLE SLIDE
JET PAC
TRUCKING (2 DISKS)
TRUCKING ON 2 (2 DISKS)
LEMMING OIDS
MERV THE MERCILESS
SKATE TRIX
CAVE RUNNER
WIZZYS QUEST
INSIDERS CLUB
FRANTIC FREDDIE
TWINTRIS
LLAMATRON
THE TENNIS GAME
MORIA ADVENTURE
RETURN TO EARTH
SCUM HATERS
DRIP AND MEGABALL
ETERNAL ROME
DOWN HILL CHALLENGE
LAZER ZONE
SERENE 2
SERENE 3
STAR TREK 1 (2 DISKS)
STAR TREK 2 (2 DISKS)
PUGGLES
R-TYPE
CRAZY SUE
SQUATS REVENGE
SKY FIGHT
AIR MANIA
WIZARD WORLD
TOTALLY FRANTIC QUIZ
CHESS V 2.0
SMASH TELLY
BILLY THE DRAGON
TOMCAT
MAKE A BREAK QUIZ
F-1 CHALLENGE
SQUAMBLE
OTHELLO
AIR RACE 2
PETERS QUEST
PIPE RIDER
DOOR TO DOOR
PIPE LINE
DUNGEONS OF DORIDIAN
QUADRIX F
TIMELORDS DISK 1
TIMELORDS DISK 2
TIMELORDS DISK 3
TIMELORDS DISK 4
TIMELORDS DISK 5
MOTORDUEL
DIPLOMACY
TETRIS (GAMEBOY)
CR MARIO
BATTLECARS 2
AIRPORT
BET N WIN + OTHERS
ACT OF WAR
WILLYS WATER WORKS
GAME BOY SIM (TETRIS)
TETREN
DOODY
POWERHOUSE DISK 1
POWERHOUSE DISK 2
PARACHUTE JOUST
ESCAPE FROM JOVI
MENTAL IMAGE DISK 2
WASTELANDS
CROSS FIRE
WORD SQUARE SOLVER
NO MANS LAND
SEA LANCE
WET BEATER
TREK 73
BREAKOUT CON KIT
CARD GAMES 1
NUMBER FUMBLER
ROBOCOP IN IRAQ
MUTANT CAMELS
NU GAME
BLACK JACK LAB
SHOOTOUT
SNAKEPIT
PROJECT 1
CRYSTAL CAVERNS
GROWTH
RAPHAELS REVENGE

ANIMS
PROBE SEQUENCE
GHOST POOL
POCKET WATCH
MINERS ANIM
CLOTHES PEG
HOLIDAY ANIM
FLIGHT ANIM
ENTERPRIZE LEAVES DOCK
FLEET MANOEVRE
ALARM ANIM
PORKY PIG
AMY Vs WALKER
WALKER 1
WALKER 2
WALKER 2
AT THE MOVIES (1.5 MEG)
AT THE MOVIES 2 (6 DISKS 1 MEG)
CAMOUFLAGE
MR POTATOHEAD
ADVENTURES OF CHUCK
FRAXION REVENGE
ROBOCOP ANIM
BASKETBALL ANIM
RAIDERS OF THE LOST ARK
TOP GUN DEMO
POLICE CAB CHASE
ANIMATORS DEMO
LOW LEVEL FLIGHT
3D SPACESHIP
BUNSEN BURNER
SHUTTLECOCK ANIM
PUGS IN SPACE
ZEUS ANIM
STEALTHY ANIMS
LIGHT CYCLE DEMO (2 DISKS)
AGONY ANIM
COOL COUGER
DART ANIM
THE BOINGS
FILLET THE FISH
BAD BIRD
REAL PINBALL ANIM
RATMAN
5 WAYS TO KILL A MOLE
ANOTHER 5 WAYS TO KILL A MOLE
FRACTAL FLIGHT
LUXOR TEENAGER

MUSIC
DIGITAL CONCERT 2
DIGITAL CONCERT 3
DIGITAL CONCERT 4
DIGITAL CONCERT 5
DIGITAL CONCERT 6
CRYSTAL SYMPHONIES
EVIL FORCES (2 DISKS)
TECNOTRANCE 2
ENIGMA SADNESS 1
THE YKI 2.0 MIX
BYTERAPPERS 5
BYTERAPPERS 6
FLASH DEMO A
FLASH BY QUEEN (2 DISKS)
808 REMIXES
CHAOTIC SOUNDS
VOCAL ATTACK 2
COMMANDO REMIX
SONIX MUSIC 2
BOMB THE BASS DEMOS
THE POWER
CLAPPING WORLD
NEWTRONS DEMO
MICRO DEAL
RAVE DEMO
CHRISTMAS FANTASIA
MAGNETIC BEATS
I OBSN MEETS THE WEETABIX
EXPRESSIONS
A ROCK AND ROLL FANTASY
THE DARKLING LORDS
TALK TO THE TREES
THE WORLD OF TECNO
DENTON CD PLAYER
BRUNOS MUSIC BOX 3 (2 DISKS)
SUBWAY
SPACED OUT
SILENTS FULL POWER MUSIC
COMIC"STRIP REMIX
SICKNESS SIMULATOR
PAN 3 DEMO
MASTERS AT WORK 1
MASTERS AT WORK 2
DEADLY JAMMIN 2
HARDWIRED (2 DISKS)
MUSIC MAESTRO 6
STUDIO MUSIC 9

SLIDES
RAM PICS 1
RAM PICS 2
PARTY DISASTER
LIVE CORRUPTION
POP PICS
MADONNA SLIDES
MADONNA IMMACULATE
SIMPSONS SLIDES
ADDAMS FAMILY SLIDES
DR WHO SLIDES
NASA SLIDES
DEMONS SLIDES
TOTAL RECALL SLIDES
NEIGHBOURS SLIDES
BASKET CASE 2
FRACTION DEVINE 1
FRACTION DEVINE 2
TRACK MASTER SLIDES
GARFIELD SLIDES
HELLRAISER SLIDES
NIGHTBREED SLIDES
HORROR SLIDES
TATE GALLERY 2
PENTAGON SLIDES
MUSCLEMANIA
CREATURE COMFORTS
WONDER YEARS SLIDES
GULF WAR SLIDES
FANTASY PICS
PSYGNOSIS MAGIC PICS
FREDDIES DEAD
THE INVISABLE WORLD
T.S.P. SLIDES
PAWN BROKER SLIDES
KICK OFF 3 SLIDES
CHAINSAW SLIPPERS
WENDY JAMES SLIDES
WATERSHIP DOWN
SEXY DREAMERS
ROBOCOP 2
FERRARI SLIDES
IRON MAIDEN SLIDES
CASCADE DEMO
IMAGES SLIDES
BELINDA CARLISLE
CHER SLIDESHOW
GULF WAR TRIBUTE

HAPPY NEW YEAR TO YOU ALL

ACCESSORIES

DISK BOXES

3.5" HOLDS 10 (CLEAR)	1.99
3.5" HOLDS 40	4.99
3.5" HOLDS 80	5.99
3.5" HOLDS 100	6.99
3.5" BANX HOLDS 80	8.99

ALSO

MOUSE HOUSE	1.99
MOUSE MAT	2.80
A500 DUSTCOVER	3.99
A600 DUSTCOVER	3.99
MONITOR COVER	5.99
PRINTER STAND	5.99
ROBOSHIFT SPLITTER	14.99
MONITOR STAND	13.99
3.5" HEAD CLEANER	4.99
3.5" BLANK DS/DD (EA)	0.49
3.5" DISK LABELS (60)	1.00

JSTICKS / MICE

QUICKSHOT I	6.99
APACHI I	7.99
PYTHON 1	9.99
PYTHON 1 M	10.99
CHEATAH 125+	9.99
CRUISER	10.99
NAVIGATOR	12.99
STINGRAY	12.99
MAVERICK 1M	13.99
JETFIGHTER	13.99
SUPERSTAR	13.99
ZIP STICK	13.99
TOPSTAR	23.99
INTRUDER I	24.99
AVIATOR 1	34.99
FREE WHEEL	29.95
SPEEDKING	11.99
SQUICK MOUSE	19.99
NAKSHA MOUSE	29.99

HOW TO ORDER

DISK PRICES.

1-9	1.25
10 OR MORE	0.99

POSTAGE.

U.K.(P.D.)	0.60
U.K.(ACCESSORIES)	0.90
REST OF WORLD	1.50

(PER ORDER)

PAYMENT.

WE ACCEPT ALL MAJOR CREDIT CARDS. PLEASE MAKE CHEQUES & P.O.s PAYABLE TO:

DISKOVERY

AND SEND TO:.

108 THE AVENUE,
CLAYTON, BRADFORD,
W YORKS, BD14 6SJ.

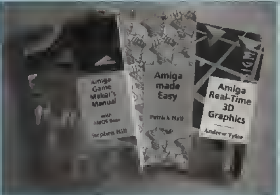
ROCKFORD PACK
10 DISK PACK ALL WITH A BOULDERDASH GAME THEME ..ONLY. .9.00

C-64 EMULATOR
THIS 3 DISK PACK COMES WITH EMULATOR AND LOADS OF BRILL GAMES. .3.75

EDUCATIONAL PACK
15 DISKS FULL OF VARIOUS LEARNING AIDS FOR ALL AGES. . ONLY. . 12.50

CLIP ART PACK
15 DISKS WITH HUNDREDS OF PICS TO USE OND-PAINT OR D.T.P PACKS.. . . . 12.50

BOOKSHELF



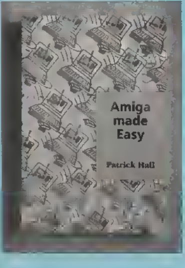
Sigma Press already have a wide range of computer books and this month three new Amiga titles come under the microscope. Paul Overaa dresses in a white coat and puts them in focus.

AMIGA MADE EASY PRICE £12.95

This book is aimed at newcomers to computing or, for that matter, anyone else struggling to come to terms with the Amiga. Its objectives are firstly to provide some preliminary footholds into the world of the Amiga and its applications software, and secondly to introduce some elementary ideas about computer programming. Let's face it – even those who are relatively 'computer literate' can find the multi tasking Amiga quite a handful to get to grips with at first. For the absolute beginner however things can be even worse and early encounters with such things as windows, the mouse, Workbench and the CLI/Shell may be nigh on traumatic. Luckily nowadays there are a number of books, such as this one, which can get you on the road to Amiga-literacy without causing too much brain damage.

Amiga Made Easy certainly starts with the right approach – namely a nice easy to-read introduction to the Amiga's operating system, which explains the benefits of a multitasking, window based, environment as they appear to the user. The early sections also discuss things like the purpose of the Preferences program, how to make backup copies of disks, and a host of other useful things.

With the machine introduced, the next few chapters look at some typical applications. Unfortunately, these are kicked off with a relatively mediocre chapter on games, but things do get better and there are reasonably useful introductions to WordProcessing, Spreadsheets and Database applications (based respectively on the *Scribble*, *Analyse*, and *Organize* programs). Taken together these early chapters provide an easily read introduction to computing on the Amiga.



From chapter 5 onwards, with the preliminary environment/applications material out of the way, the book moves on to some real Amiga programming. The Basic language provides the vehicle for the discussions and here, at least as far as the current batch of Amiga newcomers are concerned, we hit a major problem – because the chapters, although perfectly well written, are based around the use of Microsoft's Amiga Basic. This of course was dropped with the advent of the A500+ and is no longer supported or provided with the Amiga's system software.

To be honest, some of the early programming material, code wise, is equally applicable to any Basic-type language but there's no doubt that the continual references to the now defunct Amiga Basic do tend to date the book right from the word go. Nevertheless, there are some good general discussions of topics such as subroutines and program structure, if-then-else decision making and logical AND/OR type operations. There are also useful beginners tips on how to plan and design programs and some larger graphics based examples which show very clearly the benefits of writing properly structured programs. One chapter, which deals with some simple artificial intelligence and machine learning ideas, is particularly interesting but again is marred by the fact that Microsoft's Amiga Basic has been used.

To be honest, once you have a little Basic experience under your belt it is usually quite easy for programs written in one type of Basic to be converted to another. Certainly there are plenty of similarities between, say, HiSoft Basic and Microsoft's Amiga Basic but unfortunately most newcomers are easily thrown by even trivial language differences, so trying to use the Amiga Made Easy text with other Basics can't really be recommended as providing an ideal start for the beginner.

Having said that, things may turn out to be better than predicted. Quite a lot of the Amiga users who did get Amiga Basic ARE still using it. Moreover, there are doubtless some people who have Amiga Basic but who have so far been afraid to 'have a bash at programming'. Amiga Made Easy can certainly provide anyone in that situation with a suitably gentle push in the right direction and who knows – if it did encourage a few of those latent programmers to come out of the woodwork someone amongst them might decide to get Commodore to change their mind about Amiga Basic!

Amiga Made Easy is not a badly written book by any means and two years ago I would have heartily recommended it. Should Commodore decide to re start bundling Microsoft Amiga Basic with their machines I would do so again but at the moment I suspect the book will find that, through no fault of its own, it has a limited audience.

AMIGA GAME MAKER'S MANUAL PRICE £16.95

There are certainly no language reservations about this book because *AMOS* is undoubtedly the most popular Basic-styled language available on the Amiga today and this book is an *AMOS* programmer's goldmine. The early chapters provide a whole host of graphics-orientated notes which not only explain about using general *AMOS* graphics functions but include tips about things like using strings to store RGB colour triplet values and hints about setting up colour palettes. Custom screens, Sprites, Bobs and AMAL (the *AMOS* animation language) are introduced early on and right from the word go this offering comes across as very much a 'hands on' type of book.

The code examples are good with plenty of comments, use of procedures, etc. and it's quite clear that Stephen Hill scores over many other *AMOS* offerings because he's writing about a programming area that he both enjoys and, perhaps more to the point, knows about. The Amiga Game Makers Manual is an apt title because it is not just a guide to games programming – both the technical and commercial sides of the 'game making' business are covered and the book is full of tips about game planning and design. Getting the initial ideas, producing initial sketches for artwork etc. You name it and, if it's related to games programming, you are likely to find it in this book.

Another area that is covered in some detail is the translation of a detailed, but general, game description to real code. There are good accounts of how you identify the

➤

SOFTWARE CITY

P.O. BOX NO.888 Wolverhampton WV1 1TP

CALL US ON : 24 HOUR CREDIT CARD HOTLINE 0902 25304

Registered Office: I.J.A Software Limited 2nd Floor Offices Hampton Walk Qeens Street Wolverhampton WV1 1TQ

AMIGA GAMES

1st Division Manager	7.99
3-D Construction Kit 2	34.99
3-D Pool (New Price)	9.99
A-Train (New)	24.99
Addams Family	17.99
Air Force Commander (New)	21.50
Air Support	17.99
AirForce Commander (New)	21.50
Alien Breed '92 (new Price)	9.99
Another World	17.99
Arcade Fruit Machine	7.99
Ashes of The Empire	24.99
Assassin	17.99
Bane of The Cosmic Forge	25.99
Bard's Tale Trilogy (New)	24.99
Bat 2 (New)	24.99
Battle Isle	21.50
Battle Isle Data Disk	13.99
Battlehawks 1942 (new Price)	14.99
Beast 3	21.50
Biff (New)	7.99
Bignose The Caveman	7.99
Bills Tomato Game (New)	21.50
Bridge Player 2150	21.50
Bunny Bricks (New)	17.99
Bushbuck (New)	21.50
Caesar (New)	21.50
Campaign	21.50
Captain Dynamo	7.99
Captive (New Price)	14.99
Carl Lewis Challenge	17.99
Carnage (New)	7.99
Carrier Command (New Price)	9.99
Castles	21.50
Castles Data Disk (New)	12.99
Championship Manager	17.99
Chaos Engine (New)	17.99
Che Guerilla In Bolivia (C C S)	17.99
Chessmaster 2100 (New Price)	14.99
Chuckie Egg 1 or 2 (Not A500+ or A600)	9.99
Civilisation	24.99
Cohort 2 (New)	21.50
Cool World	17.99
C J In the U S A	7.99
Cricket Captain (New Price)	9.99
Cruise For a Corpse	19.99
Crystal Kingdom Dizzy (New)	13.99
Curse Of Enchantia (New)	24.99
Cytron (New)	21.50
D Generation	17.99
Daily Double Horse Racing	7.99
Dalek Attack (New)	11.99
Dark Queen of Krynn	22.99
Darkmere (New)	21.50
Death Knights Of Krynn	21.50
Deluxe Strip Poker 2 (1 Meg) (SP Offer)	7.99
Dizzy Prince of The Yolk folk	7.99
Dominium (New)	21.50
Double Dragon 1 or 2	9.99
Dungeon Master/ Chaos Strikes Back	21.50
Dyneblasters	21.50
Emlyn Hughes Int Soccer	7.99
European Super League	9.99
Exile	9.99
Exodus 3010 (New)	21.50
Eye Of The Beholder	21.50
Eye Of The Beholder 2 (1 meg)	24.99
F16 Combat Pilot	9.99
Falcon	14.99
Falcon Op CounterStrike (Data Disk)	9.99
Falcon Operation Firefight (Data Disc)	9.99
Final Whistle	8.99
Fire & Ice	17.99
Fireforce (New)	17.99
Flight of the Intruder	14.99
Floor 13	21.50
Football Director 2 (New Price)	9.99
Football Manager 3 (New)	17.99
Formula 1 Grand Prix (Microprose)	24.99
Free D C (New)	18.99
Frontline (C C S)	17.99
Fun School 2 (U6 or 6-8 or 8+)	7.99
Fun School 4 (U5 or 5-7 or 7-11)	17.99
Future Wars (New Price)	12.99
Games Espana '92	21.50
Golden Axe	9.99
Graham Taylor's Soccer	17.99
Grand Prix (Microprose)	24.99
Hagar The Horrible (New)	17.99
Hand of St James (New)	21.50
Harpoon Version 1 21	24.99
Harpoon Battleset 3 or 4	10.99
Hudson Hawk (New Price)	7.99
Humans (New)	21.50
Ian Bothams Cricket	21.50
Indiana Jones Fate Of Atlantis (Action)	17.99
Indiana Jones Last Crusade (Adventure)	7.99
Ishar Legend of The Fortress	21.50
Italia 1990	9.99
Italy 1990 (Kixx)	7.99
Jack Nicklaus Golf (New Price)	7.99
Jack Nicklaus Unlimited Courses (1 meg)	21.50
Jack Nicklaus Unlimited Clip Art	10.99
Jack Nicklaus vol2 or 4 or 5	10.99
James Pond	7.99
Jimmy White's Whirlwind Snooker	21.50
John Barnes Soccer	17.99
John Madden's American Football	17.99
Jones In The Fast Lane (New)	24.99
Kaiser (New)	17.99
Kick Off 2 (1 Meg) (Special Offer)	9.99
Kick Off 2 Giants of Europe	7.99
Kick Off 2 Return To Europe	7.99
Kick Off 2 Winning Tactics	7.99
Kind words 3	34.99
Kings Quest 5	27.99
Knightmare + Hint Book	21.50
Kryandia	24.99
Legend + Hint Book	21.50
Legends Of Valour (New)	25.99
Leisure Suit Larry 5	24.99
Lemmings + Data Disc	21.50
Lethal Weapon (New)	17.99
Life And Death (new Price)	14.99
Links (requires Hard Disc Drive)	24.99
Links Firestone (HD)	12.99
Liverpool	17.99
Lombard R A C Rally	7.99
Lords of Chaos (Special Offer)	9.99
Lotus Esprit	9.99
Lotus Esprit Turbo Challenge 2	17.99
Lotus 3 The Ultimate Challange	17.99
Lure of The Temptress	21.50
Magic Worlds (New)	17.99
Man United	9.99
The Manager	21.50
Manic Miner (A500+ Or A600)	7.99
Match of The Day	17.99
Mega Fortress	21.50
Megatraveller 2	21.50
Microprose Golf	24.99
Midnight Resistance	7.99
Monkey Island 2 (Le Chucks Revenge)	25.99
Motorhead (New)	10.99
Multi Player Soccer Manager	17.99
Narc	7.99
New Zealand Story	7.99
Nicky Boom (New)	17.99
Nigel Mansell's World Championship	21.50
No Greater Glory (US Gold/SSI)	24.99
No Second Prize (New)	17.99
North and South	7.99
Nova 9 (New)	24.99
Oh No More Lemmings (Stand Alone)	17.99
Omar Sharifs Bridge	24.99
PGA Tour Golf	17.99
PGA courses Data Disc	10.99
PGA Golf + Courses Disc	21.50
Paint 'N Create	17.99
Paladin 2	21.50
Pacific Islands	21.50
Paperboy	7.99
Paperboy 2 (Special Offer)	7.99
Parasol Stars	17.99
Pictionary (New Price)	7.99
Pinball Dreams	17.99
Pinball Fantasies	21.50
Piracy (New)	21.50
Plan 9 Outer Space (New)	24.99
Police Quest 3	24.99
Pool (Archer Mcleans) (New)	17.99
Pool of Darkness	22.99
Populous	9.99
Populous / Sim City	21.50
Populous Editor	10.99
Populous New Worlds	5.99
Populous 2 (1/2 or 1 meg)	21.50
Postman Pat 3 (New)	7.99
Powermonger	21.50
Powermonger Data Disc	10.99
Premiere	21.50
Prince Of Persia (New Price)	7.99
Pro Tennis Tour	7.99
Pro Tennis Tour 2	17.99
Prophecy (New)	21.50
Project X	17.99
Prophecy Of The Shadow (New)	22.99
Putty	17.99
Railroad Tycoon	24.99
Rainbow Islands	7.99
Rampart	17.99
Red Zone	17.99
Road Rash (New)	17.99
Robocop 3	17.99
Robosport	21.50
Rugby Coach	9.99
Sabre Team (New)	17.99
Scrabble (New)	18.99
Secret Of Monkey Island (1 Meg)	17.99
Secret Of Monkey Island (1 Meg)	17.99
Secret Of Monkey Island 2 (1 Meg)	25.99
Sensible Soccer 92/93 (New Version)	17.99
Seymour Goes to Hollywood	7.99
Seymour Saves The Planet (New)	7.99
Shoot 'Em Up Construction Kit	9.99
Shuttle (New)	21.50
Silent Service 2	24.99
Sim City / Populous	21.50
Sim City Architecture 1	11.99
Sim City Architecture 2	11.99
Sim Earth (New)	24.99
Slightly Magic (New)	7.99
Soccer Rivals (New)	9.99
Space Crusade	17.99
Spellbound Dizzy	7.99
Stalingrad (C C S)	17.99
Steg	7.99
Steve Davis Snooker	9.99
Streetfighter (New Price	9.99
Street Fighter 2 (New New New)	11.99
Striker Manager	9.99
Super Cars 2	9.99
Super Monaco G P	9.99
Swiv (Not A500 Or A600) (New Price)	9.99
Switchblade 2	9.99
Sword Of Honour (New)	17.99
Tag Wrestling (New)	7.99
Teenage Turtles (Special Offer)	5.50
Tetris (Special Offer)	9.99
Thomas The Tank Engine (New)	7.99
Tracksuit Manager	7.99
Traders (New)	17.99
Treasures of The Savage Frontier	22.99
Treble Champions	3.99
Trivial Pursuit (New Price)	7.99
Troddlers	17.99
Trolls (New)	17.99
Turrican 1 or 2	7.99
TV Sports Football (Not + Compatible)	3.99
Ultima 6	21.50
Ultimate Golf	9.99
Universal Monsters (New)	17.99
Utopia & Utopia New Worlds (New)	21.50
Utopia New Worlds	10.99
Vikings	17.99
Warriors of Releyne (New)	21.50
Ween (New)	21.50
Wing Commander (New)	24.99
Wizkid	17.99
World Championship Boxing Manager	7.99
World Class Leaderboard (LTD Edition)	9.99
World Class Rugby (Special Offer)	9.99
World Cricket	7.99
W W F 2 (European Rampage) (New)	17.99
Zak McKracken (New Price)	12.99
Zool (New)	17.99

HINTBOOKS

Bard's Tale 1 or 2 or 3	5.00
Eye of The Beholder	7.99
Eye of The Beholder 2	9.99
Kings Quest 1 or 2 or 3 or 4 or 5	8.99
Knightmare	5.99
Leisure Suit Larry 1 or 2 or 3	8.99
Loom	5.00
Might & Magic 3	14.99
Monkey Island	5.99
Monkey Island 2	9.99
Secret of The Silver Blades	7.99
Space Quest 1 or 2 or 3	8.99
Ultima 7	5.99
Ultima Underworld	5.99

3.5" Double Sided, Double Density With Labels:

1	0.59
10	5.50
25	12.50

40 Piece 3.5 Disc Box	6.99
80 Piece 3.5 Disc Box	7.99
120 Piece 3.5 Disc Box	9.99
MOUSE MAT	2.99
AMIGA A500 DUST COVER	3.99
AMIGA A600 DUST COVER	3.99
AMIGA 1/2 MEG EXPANSION WITH OR WITHOUT CLOCK	29.99
AMIGA A600 1 MEG EXPANSION WITH CLOCK	59.99
AMIGA A500+ 1 MEGABYTE EXPANSION	44.99

AMIGA COMPILATIONS

ADDICTED TO FUN

Bubble Bobble, Rainbow Islands & New Zealand Story

£13.99 (NOT A500+)

AIR AND SEA SUPREMACY

Silent Service, Gunship, Wings, Carrier Command & P47 Thunderbolt

£21.50

BOARD GENIUS

Scrabble Deluxe, Deluxe Monopoly Risk & Cluedo Master Detective

£21.50

DIZZY COLLECTION

Fast Food, Kwik Snax, Magicland Dizzy, Fantasy World Dizzy & Treasure Island Dizzy

£17.99

DIZZY'S EXCELLENT ADVENTURE

Spellbound Dizzy Bubble Dizzy Dizzy Prince of the Yolk Folk Panic Dizzy & Kwik Snax

£17.99

THE DREAM TEAM

The Simpsons WWF Wrestlemania & Terminator 2

£17.99

FANTASTIC WORLDS

Realms, Pirates, Wonderland Populous & Mega Lo-Mania

£24.99

STRATEGY MASTERS

Populous, Spirit Of Excalibur, Chess Player 2150, Hunter & Battle Master

£22.99

SUPER ALLSTARS

Steg, C J In The U S A , Captain Dynamo Adventures Of Robin Hood & Magicland Dizzy

£17.99

MEGA SPORTS

Summer Games 1& 2, Winter Games, Games Summer Edition & California Games

£17.99

SOCCER COMPILATION

Kick Off 2 , Gazza 2, Microprose Soccer &Emlyn Hughes Int. Soccer

£17.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to SOFTWARE CITY,PO Box 888 Wolverhampton, WV1 1TP

ORDER FORM

NAME: ....

ADDRESS....................................

POSTCODE.................................... TEL NO:....................

Name of Game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES. Please add 50p for post & packing on all orders under £5

EEC countries add £1 per item.Non EEC countries add £4 Per Item

PAYING BY CHEQUE Cheques payable to Software City

Credit Card Type Expiry Date

Card No.......................................

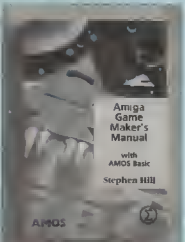
Signature.................... EUROPEAN ORDERS, MASTER CARDS

Date.................... EUROCARDS ACCEPTED CU 01/93 major routines, produce pseudocode descriptions, and generally break things down until you have sufficient detail to start coding. One particularly useful area of the book looks at particular types of games and explains how they can be implemented. A chapter on Arcade games, for instance, provides notes about using both static and algorithmically generated movement tables (these are essentially lists of position co-ordinates which can be used to specify the path of a particular object). There are similarly good chapters on adventure games and role-playing games and, rather surprisingly, an easy-to-read introductory chapter on simulation techniques.

One of the nice things about *AMOS* is that it allows you to do a number of relatively complex things without having to get involved with the underlying Amiga system issues. Anyone who has written scroll routines in C or assembler, for instance, knows how dirty 'real life' scrolling can become and being able to do those types of things effortlessly, and without leaving the *AMOS* language, is like a dream come true to many coders. I can honestly say that the chapter on scrolling techniques provides some of the best high-level explanations of scrolling I've ever come across. There are details of *AMOS*-style double-buffering, of rotating information by copying sections of the screen during the scroll, and even examples of parallax scrolling.

Another chapter provides the same sort of help with animation techniques and towards the end of the book you'll find some help with the sound and music aspects of Amiga games programming. Amongst the appendices you'll even find notes about how to go about selling your programs to companies that specialise in commercial games.

There are some disappointments. A number of facilities, such as the *AMOS* Interface language which are provided with the new *AMOS Professional* do not get covered. I doubt whether this material would have been left out had it been available in time but obviously the book was in an advanced state of preparation before *AMOS Professional* came on the scene. Fortunately, however, this book contains enough good material so as to be virtually flameproof as far as such omissions are concerned. Stephen Hill has put a lot of work into this book and it shows – if I had to recommend just one book to the aspiring *AMOS* games programmer at the current time, this would be it!



AMIGA REAL-TIME 3D GRAPHICS

PRICE £12.95

SIGMA
Amiga
Real-Time
3D
Graphics
Andrew Tyler

This is a great book but you should be aware at the outset that it is aimed at serious Amiga graphics coders and is not really suitable for the outright graphics beginner. Having said that, the early parts of the book do discuss quite a few general 3D graphics terms and introduce the idea of co-ordinate systems, vectors and matrices, frames of reference for 3D objects, edge lists and so on. There are also some reasonably useful discussions on the Amiga's colour-indirection bitplane scheme.

Real time 3D graphics on a standard Amiga obviously need every ounce of speed that's available, so it is not really surprisingly therefore that the examples in this offering have been written using 68000 assembly language. In other programming areas this might have tended to limit the potential audience but most programmers who are interested in graphics do get into 68k coding quite quickly (in fact there seems to be an ever increasing number of 68K Amiga coders floating around nowadays).

The Bresenham line drawing algorithm, which offers a fast and elegant way of drawing a line between two points, provides the first technical graphics discussion of the book. One example program is included and since a number of associated routines are used in later examples some fairly detailed explanations of the routines are provided. Discussions of certain system areas such as low-level use of the Blitter, etc. are provided but to a large extent readers are expected to have access to, and be familiar with the appropriate Amiga system documentation. (To all intents and purposes this means the Addison Wesley ROM Kernel and Hardware Reference manuals).

Mr Tyler tends to take a few liberties with his Amiga code and he does, for example, frequently make system calls using numeric flag values instead of the system-defined symbolic values that we all know and love. In what is presumably in the interests of speed he also does not always test library function success/failure return values. Self-styled header files are used to define things like library call LVO values rather than opt for exec_lib.i and amiga.lib link-based solutions but most 68k coders od this sort of thing from time to time so I'm not going to niggle too much. It's actually quite good fun sorting out what's going on and let's face it – none of these coding quirks are going to cause the intended readership any trouble whatsoever. Code-wise a lot of interesting material is provided and almost right from the start of the book generally useful goodies are thrown in. Chapter three for example, which deals with screen drawing, includes some nicely documented routines for polygon filling. Another elegant and important technique, which gets a suitably detailed treatment later in the book, is the Sutherland-Hodgman clipping algorithm. A lot of the general routines that Andrew Tyler has developed are, of course 68000-specific rather than being totally Amiga-specific but that is exactly as things should be when writing assembler code.

Matrix/vector techniques and terminology do not really come into the picture until you get about one third of the way into the book. There are chapters on perspective transforms and rotation which are quite good and although the relative matrix descriptions of the transformations are provided the mathematics are not really discussed in detail. A couple of appendices are provided which deal with a number of essential mathematical ideas.

During the course of the book a lot of standard topics (hidden surface removal, scaling, shearing, reflection, inversion and so on) get covered and towards the end there are a couple of chapters which look at the issues involved in creating flight simulator-type programs. There are some good common-sense explanations of the topics and enough theory and general ideas to make the book extremely useful. From a mathematical viewpoint readers get off quite lightly and an acquaintance with, say O-level type two-dimensional matrix operations will enable the gist of the various three dimensional transformations to be understood. If, by choice, you prefer to be 'mathematically lazy' then you can of course just use the assembler routines as written without worrying too much about how they work!

The examples in the book have been written using Devpac and are available on disk (£9.85 including UK postage). I think it's fair to say that anyone buying the book needs to get the disk right from the start because typing in, and assembling pages of 68000 code is always a nightmare (typo's, missed lines, and all sorts of other horrible nasties creep in). Although Devpac has been used the book is not in any real sense Devpac specific and the translations needed if using other assemblers are quite trivial.

Amiga Real-Time 3D Graphics is an interesting, and quite specialised, book that deals with a subject on which very little Amiga specific material has been published. Although the subject matter by its very nature is relatively heavy going, serious programmers will be able to get a lot out of this book. They will, however, undoubtedly have to work quite hard to do so and that, incidentally, should not be construed as a criticism – it's just a fact of 68000 life!

DIGITALLY MASTERED SAMPLES

IFF SOUND SAMPLE LIBRARIES

Each disk is compiled from a studio quality master and is sampled on the Amiga at twice the sample rate of P D sample disks. They are compatible with all P D and commercial tracker and sequencer programs. N.B. no. of samples in brackets.

001 AFRICAN	Talking drums, Marimbas, chants etc. [53]	014 BASS GUITARS	Slap, picked, fretless, FX, etc. [44]
002 INDIAN INST	Sitars, Bansuri, Chants etc. [19]	015 ANALOG BASS	Oberheim, Roland, Korg, etc. [22]
003 INDIAN PERC	Tablas, Bayas, Rhythm Loops etc. [35]	016 DIGITAL BASS	Yamaha DX, Roland, Korg, etc. [30]
004 ARABIC	Ud, Saz, Bendir, Rhythm Loops etc. [37]	017 BRASS	Sax/Horns, Saxes, Trumpets, etc. [24]
005 FAR EAST	Tibetan Bells, Yangqin, Koto etc. [31]	018 SYNTH BASS	Analog, Digital & L.A., etc. [18]
006 EUROPEAN	Balalaika, Chetra, Bodhran etc. [34]	019 PIANOS	Octave Splits, with strings,FX [16]
007 OCEANIA	Didjeridu, Chants, Slit Drum etc. [23]	020 STRINGS	Cello, Orch. Hits, Sections, etc. [21]
008 AMERICAS	Kena, Berimbau, PanPipes etc. [30]	021 SYNTH STRINGS	Analog & Digital [19]
009 FX PERC	Power Toms Snares & Bass,Scratch & Rap. [64]	022 CHOIRS	Mixed choirs with bells & synth [16]
010 DRUM KIT	Bass,Snares,Hi Hats,Cymbals & Toms [63]	023 ORGANS	Church & Electric [17]
011 ANALOG PERC.	TR 808 CR 78, Loops etc. [64]	024 BELLS	Real & Synth, with Choir & Strings [20]
012 LATIN PERC.	Timbales, Congas, Cabasa, Cowbells etc. [107]	025 SOUND FX	Action Sounds, Explosions, Gunshots, etc. [70]
013 GUITARS	Acoustic, Electric & Distorted etc. [44]		

Each Disk is priced at £2.50, any 10 for £19.95 the Complete Collection for £49.95 In addition, Sampler owners can use our Digitally Mastered Chrome, Metal, or DAT sample Cassettes which contain most of the above samples: C001 WORLD MUSIC COLLECTION [175]
C002 PERCUSSION COLLECTION [220]
C003 GUITARS AND BASSES [101]
Each Chrome £9.95, Metal £11.95 DAT £16.95
The Three collection Package is priced at:
£21.95 (Chrome), £25.95 (Metal), £38.95 (DAT)

P&P £1 (any order) Cheques & P.O.s to
WALKABOUT MUSIC (Dept. CU)
TRENOVISSICK FARM,THE MOUNT, PAR
CORNWALL PL24 2DA
Tel (0726) 813807

MAGIC CLIP-ART COMPANY

ORIGINAL HIGH-RES IMAGES

Christmas
3 Disk Set
£2.50 Each Disk
£6·00 all 3 Disks

Weddings
2 Disk Set
£2.50 Each Disk
£4·00 Both Disks

Funny Animals
4 Disk Set
£2.50 Each Disk
£8·00 all 4 Disks

Silhouettes
3 Disk Set
£2.50 Each Disk
£6·00 all 3 Disks

These images can be used with any Amiga Art, Word Publisher or DTP Software. Because they have been rendered at 300 Dots per Inch the output to your Printer will be EXCEPTIONALLY SHARP with NONE of those associated JAGGIES!

TRY BEFORE YOU BUY!
For a Preview of each of the subjects please send a blank formatted disk and a Self Addressed Envelope with a 1st Class Stamp.

Each Disk is accompanied with an image catalogue and is at least 95% Full

Send Cheques (Payable to DR + MA HILLS) to
MAGIC CLIP ART COMPANY
34 Thorpe Road, Hawkwell, Nr Hockley, Essex. SS5 4JT
Enquiries? Tel 0702 202835 (24 Hr Service)

[illegible]
3 Disk Set
£2.50 Each Disk
£6·00 all 3 Disks

Sport
4 Disk Set
£2·50 Each Disk
£8·00 all 4 Disks

[illegible]
4 Disk Set
£2·50 Each Disk
£8·00 all 4 Disks

Entire Collection
(23 Disks)
only £40·00

QUALITY CLIPS AT AFFORDABLE PRICES

BOOKS FOR THE AMIGA

Amiga for Beginners ...	£12 95	Mastering Amiga Beginners	£
Amiga BASIC Inside & Out ...	£18 95	Mastering Amiga DOS 2 Vol 1 (d)	£2
Amiga Machine Language.. ...	.£14 95	Mastering Amiga DOS 2 Vol 2	£
Amiga 3D Graphics in BASIC .	£16.95	Mastering Amiga C (d)	£
Amiga Intern (d) . . . .NEW	£34 95	Mastering Amiga Printers (d) ...	£
Amiga C for Beginners.	.£16.95	Mastering Amiga System (d)	£2
Mastering Amiga Workbench .NEW	£19 95	Amiga ROM Kernal. Libraries	£3
Amiga DOS Inside & Out (d)... .	...£19 95	Amiga ROM Kernal. Devices	£3
Best Amiga Tricks & Tips (d).	......£24 95	Amiga Hardware Ref Manual	£2
Amiga Printers Inside & Out (d)...	...£29 95	Amiga Interface Style Guide ..	£
Making Music on the Amiga (d)	£29 95	Mopping the Amiga	£
Amiga Desktop Video Power (d)	£24 95	Amiga DOS+ Dabhand Guide	£14
Using Arexx on the Amiga (d).......	£29 95	Amiga BASIC. Dabhand Guide	£15
ScreenPlay 2	........£9 95	Get The Most From Your Amiga	£9
The Amiga DOS Manual 3rd Edition	.£21 95	2 Campanion Disks for above ...	£4
Kids & The Amiga 2nd Edition	£15 95	Mastering Amiga Assembler NEW	£24
Amiga Graphics Inside & Out ..	£29 95	Becoming an Amiga Artist	£16
Amiga Desktop Video 2nd Edition.	£18 95	Using Delux Paint 2nd Edition ..	£18
Mastering Amiga Workbench......	...£19.95	Amiga Game Makers Manual ...	£16
Amiga ROM Kernal Includes .	£32 95	Amiga BASIC: Dabhand Guide . ..	£15
Amiga Made Easy ..	£12.95	Little Blue Workbench 2 book .	£14
Little Red Workbench 1 3 Book	£14 95	Program Design Techniques	£16
Intuition Practical Guide ..	£16.95	Commercial Games Prog Guide	£11
Official Amiga Vision Handbook .	...£20 95	Amiga World AmigaDOS2Campanion	£22

SPECIAL OFFERS

Amiga Microsoft BASIC Prog Guide	£10 00	Amiga Desktop Video (compute!)	£10
Amiga DOS Ref Guide 2nd Ed (WB 1 2)	£5 00	Amiga Programmer's Guide	£10
Amiga Hardware Ref Manual 2nd Ed	£10.00	ROM Kernal Includes 2nd ED	£15

Prices include postage in UK. Europe add £1 per book. Airmail outside Europe add 25%.
Access & Visa cards accepted. Tel/Fax 0706 715028 Cheques/Postal orders payable to DTBS
Descriptive catalogue available on request. Orders normally processed within 24 hours

SPECIAL OFFER TO CU AMIGA READERS: 10% discount on orders over £35.00.
You MUST quote Dept CU01 to claim discount. Orders normally processed on day of receipt
Price match - we will match any lower prices offered in this issue.

DTBS (DeptCU01), 18 Norwich Avenue, Rochdale, Lancs OL11 5JZ
NEW SHOWROOM now open - 413 Manchester Road, Rochdale OL11 3PG

AMIGA REPAIRS & SPARES

SPECIAL CHRISTMAS OFFERS

COMPLETE A500 PLUS BOARDS	£169.95
COMPLETE A500 PLUS BOARDS LESS CHIPS	£99.95
500 + 1MB UPGRADES	£44 95
500 + ROM SHARER	£24.95

CABLES & ACCESSORIES

AMIGA PRINTER CABLE	£4.95
AMIGA TO PHILIPS 8833 MK 1	£9 56
AMIGA TO PHILIPS 8833 MK 2	£9 95
A600 INTERNAL DRIVE CABLES..	£14 95
AMIGA FLICKERFIXER TO VGA MONITOR	£14 95
MODULATOR/DISK DRIVE EXTENSIONS	£9 95
MODEM STANDARD CABLE	£7 95
AMIGA TO CBM 1084SP MONITOR	£7 95
AMIGA TO CBM 1084D MONITOR.	£7 95
A500 TO AMSTRAD CPC COLOUR MONITOR	£9 95
A500 TO AMSTRAD MONO MONITOR	£9 95
A500 TO ATARI SC1224 MONITOR	£9 95
A500 TO CBM 1901 MONITOR	£14 95

WE CAN SUPPLY JUST ABOUT ANY CABLE PLEASE CALL FOR DETAILS

WE WILL ATTEMPT TO LOCATE ANY PRINTER RIBBON, EVEN THE MORE OBSCURE ONES!!

★ FREE ESTIMATES ★
★ NO STANDARD CHARGES ★
★ MOST REPAIRS 48 HOUR TURNAROUND ★
★ 3 MONTH WARRANTY ★
★ COLLECTION/DELIVERY ARRANGED ★
★ FREE TECHNICAL HELPLINE ★

½ Meg Exp no Clock	£19 95	Fatter Agnus	£30 00	Gary	£15 00
½ Meg Exp with Clock	£24 95	Super Denise	£30 95	Denise	£20 00
500+ Exp SIMMS Type	£29 95	Power Supply	£30 95	Paula	£25 00
1.5Mb Virgo Exp..	£30 95	Int D/Drive	£40.95	68000	£15 00
External Drive	£50 95	1.3 K/S Rom	£29 95	2.04 ROM	£29 95
Keyboard ROM Sharer	£24 95	Highpower PSU	£45.00	8520 CIA	£13.95

Amiga 600 Hard Drive cables ..£14 95

Repair price examples: Board Repairs from £13 50; Disc Drive Replaced £59 95; Replacement Keyboard £59 95

We will collect from your door today! (If advised before 2pm & in UK mainland) Free Fitting on all Upgrades, ROMS & ROM Switchers!!

Entire range of Amiga cables available.

All Spares Prices include next day delivery
Visa Order Hotline Open from 9am 9pm 7 days a week

HAWKWELL ELECTRONIC SERVICES
2 WYMANS COTTAGES, MOUNT BOVERS LANE, HAWKWELL, HOCKLEY, ESSEX. SS5 4JB
ORDERS & ENQUIRIES TEL SOUTHEND-ON-SEA 0702 207593 (9am-9pm)
TECHNICAL HELPLINE TEL. SOUTHEND-ON-SEA 0702 207274 (9am-6pm Mon-Fri)
CALLERS WELCOME (Mon-Fri 9am-6pm & Sat 10am-2pm)
TRADE ENQUIRIES WELCOME, CALL FOR OUR FREE DEALER PACK

CREATURE FEATURE

Just the thing to clear the New Year's Day hangover – a load of ugly mugs peering from the pages of your favourite mag. If that wasn't enough, we then subject you to a load of fictional copy detailing the exploits of the Number 1 team.

STEVE 'BOWLY' PRIZEMAN

The man with the worst haircut in the world has not taken kindly to his new 'Bowly' nickname. In fact, he even threatened to introduce us all to his barber – a porcelain pudding basin and some hedge cutters. In between keeping his barnet neatly groomed, our dapper young staff writer has been writing his own short stories. These revolve around the super natural or are crime-related. He's even carried off third prize in his local paper's short story compo. New year's resolution. To find a decent barbers

TONY 'COVER MODEL' HORGAN

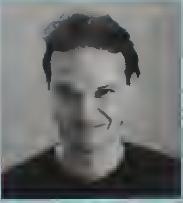
Tony has undertaken his first modelling assignment. No, it wasn't for Fangoria, but for sister magazine, ST Review, who were incredibly sad and cheap and refused to pay for a real model. Yes, it really does signal the death of the ST market, I'm afraid. Unfortunately, it also seems to be the end of an era for him and his much-travelled VW Van, which sits rusting in the street, waiting to be flogged off to anyone mug enough to take it. New year's resolution: Hoover the bedroom floor

DAN 'TWO DRINKS AND HE'S ANYBODY'S' SLINGSBY

It's been a quiet month for Dan as he's finally managed to snatch a week's holiday – his first for 18 months. The sad thing is, he still came in every day to finish off a book he's writing. What is this literary masterpiece? Could it be some mighty tome that's set to shake the literary world to its very foundations? Fat chance. In fact, it's a huge 350-page hints and tips book for Amiga games. Buy yours soon (plug, plug!). New year's resolution. To get a proper job in the real world

JONATHAN 'CHIP' SLOAN

The man who bares an uncanny resemblance to a Chipmunk has been busy organising his wedding. Jon and his intended, Claire, are jetting away for a romantic wedding ceremony on the beach of St Lucia in the Carribean. And, the best bit, the little village where all this is to happen is called (wait for it!) Couples. Ahhhhh. Apparently, Jon got on one knee during a romantic ballad at a Paul McCartney concert. You're all probably as speechless as we were when we found out! New year's resolution. To burn his girlfriend's Paul McCartney record collection.



NICK 'WHERE IS HE?' VEITCH

Our Tech Ed has been left alone in the Amiga lab with his A4000 where he has lived for the last three weeks. Nick is still bikeless after his machine was nicked from outside the offices and hes had to get used to using public transport. Unfortunately, this has given him yet another excuse for turning up late for work. He's also been practising his knife throwing skills for the upcoming Gamesmaster Live show so he can have some fun with the kids. New year's resolution. To turn up to work on time (this will be easily broken the first day back at work)

C FOR BEGINNERS

If programming is what you want to do most, you've come to the right place. Let John Kennedy help you function properly in part two of his C tutorial.

PART 2

FUNCTIONS

The C language contains a very small number of instructions, which can sometimes lead to the false impression that it's not a very powerful programming language. The trick up the sleeve of Dennis Ritchie is the ability of C to provide your own new commands, called 'functions'. Once defined, a function can be used like any other C programming instruction – you can even pass values into it, and receive values back from it.

A program written in C is a collection of functions, all passing data back and forth between themselves. A well-written program has functions which perform definite tasks, preferably in such a way that they can be re-used at a later date – sometimes by a completely different program.

Let's take for an example a breath-takingly simple program which prints 'CUAmiga' on the screen. Instead of taking the sensible approach and using the 'printf' statement from within the 'main()' function, I have split the program up so that the text is printed by a function of its own. The function defined is very basic, and neither expects nor returns any data. The program looks like Table A.

MAGIC C WORDS

- + Plus for addition
- - Minus for subtraction
- * Asterisk for multiplication
- Slash for division
- > Greater than
- < Less than
- && AND
- || OR
- ++ Increment
- -- decrement
- == test for equals
- = assign a value

TABLE A

```
/* First function example */
void print_text()
{
  printf("CU Amiga\n");
}
main()
{
  print_text();
}
```

Our main program – contained in the function called 'main()' – now consists of no real code, just a single function call. You must understand that although the flow of control in a program usually heads downwards, the 'printf' statement in the function is not going to be reached until the function called 'print_text' is called.

If the 'main()' function looked like Table B then nothing would happen. Alternatively, if the 'main() function looked like Table C then the print function would be called twice. If in a peak of programming madness we suddenly went function mad, we could further split our program up to provide two functions (see Table D).

TABLE B

```
main()
{
}
```

TABLE C

```
main()
{
  print_text();
  print_text();
}
```

Again, if the 'main()' function didn't call these functions, they would never get called. Here are some more function facts:

TABLE D

```
void print_cu()
{
  printf("CU ");
}
void print_amiga()
{
  printf("Amiga\n");
}
main()
{
  print_cu();
  print_amiga();
}
```

1 The functions must be defined before the 'main()' function. If you define them after 'main()', they will not be recognised and your compiler will return error messages.

2. The functions have the keyword 'void' in front of them. This is to inform the compiler that the functions are not expected to return any values. If your compiler doesn't like this, try leaving 'void' out.

3 The names chosen are purely arbitrary. I could have called the functions 'gibble' and 'plop' if I had wanted. It's usually best to give them slightly more descriptive names.

4 When you want to call a function from within your program, only the name and some round brackets are required. You don't need any other keywords.

5 The function which is called 'main()' in a program is always executed first, no matter where it appears in the program.

VARIABLY I SAY UNTO YOU...

A program without variables is like a car without petrol – it won't do a lot. Like functions, variables must be declared before they are used. You must also inform the compiler of the 'type' of the variable, in other words if it is to store integers, floating point numbers or ASCII characters.

Let's write a program which declares some variables, and then goes on to do something useful with them. In this case we'll stick to using a single 'main()' function (Table E).

TABLE E

```
/* Another example program using variables */
main()
{
  int a,b,c;
   /* declare three variables */

  a=10;         /* Set a to 10 */
  b=3;          /* Set b to 3 */
  c=a/b;        /* Set c to a divided by b */
  printf("%d divided by %d is %d\n",a,b,c); /* print the result */
}
```

Right at the start of this program we declare three variables, of type integer. We don't give them values when we declare them – we simply inform the compiler they exist. We could have declared the variables as in Table F.

TABLE

```
int a;
int b;
int c;
```

However, using a comma to separate them achieves the same result in less space. As usual, C provides many ways of doing the same thing – we could even have defined them and given them values at the same time, for example see Table G.

TABLE G

```
int a=2;
int b=3;
int c=4;
```

However, in this case it is only when the pro-

VARIABLE TYPES

Variables must all be declared before they are used in C, and also given a type. The most common types are int (short for integer), long, float and char (short for character).

An integer is a number which contains no fractional parts – there are ten and only ten integers in the range 1 to 10. Integers can also be negative. Zero is also considered an integer.

Most versions of C for the Amiga will define an integer as a number in the range –32678 to 32767. This takes up 16 bits of storage for each number.

A long number is an integer with greater range –2147483648 to 2147483649.

Each long number uses 32 bits of memory.

A floating point number is an approximation of what mathematicians like to call real numbers. In the range 1 to 10, there are an infinite number of real numbers – not only are the integers 1 to 10 present, but all the intervening fractions and irrational numbers as well. Obviously a computer cannot store an infinite range of numbers, but the floating point system works quite well by using 64 bits of storage.

A variable of type char is really an integer in the range 0 to 255, as all ASCII characters lie in this range. It is also usefully used to store byte-sized data.

When programming the Amiga, other data types are often defined using these primitive definitions. I'll point them out when they arise.

gram gets started that values are assigned using the familiar equals sign. The equals sign is something that's going to cause you no end of hassle in the future, so commit to memory that a single equals sign is for assignment. In paragraphs to come, we'll discuss the double equals sign, which has an entirely different use – don't get them confused.

The third assignment, 'c=a+b', is the one which actually does some work. The program has added together the values of the variables a and b, and assigned the value to variable c. The values of a and b are left unchanged.

The next line is great fun – it manages to cram lots of different useful ideas into a short space. It's simply another use of the 'printf' command, but as well as that magic '\n' symbol, we've including the mysterious '\d'.

In the same way that '\n' has a special meaning (take a new line), the '\d' means 'print an integer here'. The integer which will be printed appears further along the 'printf' statement, outside the quotation marks. Again, commas are used to separate the variables. You might like to try changing the 'printf' statement to output your sums in a different format, like this for example see Table H.

If you can manage the above, you've sussed the use of '/n' and '/d' out completely.

TABLE H
The number 3 is the sum of the number 1 plus the number 2.

MATHS IS FUN!

The addition operator '+' is not alone. There is a minus '-' operator, a multiplication operator '*' and a division operator '/'. The last one will give interesting results when used with integer type variables, so don't be surprised by the output of this program.

```
   An example program using variables */
main()
{
   int a,b,c;      /* declare three variables */
   a=1;           /* Set a to 1 */
   b=2;           /* Set b to 2 */
   c=a+b;          /* Set c to a plus b */
   printf("The sum of %d and %d is %d\n",a,b,c);
 /* print the result */
}
```

DECISIONS, DECISIONS

To write any sort of useful C program, you need to be able to make decisions which depend on the values of variables. The simplest way to do this in C is with the 'IF' command. Here's a short program to decide which of two variables is the greater – you should be able to work out the structure of the 'IF' command from it.

```
/* A program which makes decisions */

main()
{
  int a=1,b=2;          /* declare and assign vari-
ables */
   /* First 'if' statement */
  if (a>b) printf(" A is greater than B\n");
  /* Second 'if' statement */
  if (a<b) printf(" A is less than B\n");
}
```

Notice that the condition which is checked by the 'IF' statement is contained inside round brackets. Notice also that there is no explicit 'THEN'-like command. C doesn't need one, so don't put one in!

If you wanted to include more than one statement to be executed after the 'IF', you would mark out the code as a 'chunk' by putting curly brackets around it, like this:

```
  if (a>b) {
      printf(" A is greater than B\n");
      printf( "So what are you going to do about
it?\n");
      }
```

The spacing is fairly arbitrary, but remember to lay everything out so that it makes sense to you when you read it later. The statements within the 'chunk' must be separated by semi-colons!

BUGGED!

Our greater-than less than program may seem extremely short, but already we've introduced a bug. The program will not do anything when a is equal to b. Time for an equality test! The line

```
  if (a==b) printf(" They are equal\n");
```

will do the trick, and while I'm at it, welcome to the confusing world of the double equals sign! If you had used a single sign, like this

```
  if (a=b) printf("They are equal\n");
```

The program would have still compiled OK, but it would not work as you might expect. That's your homework for next month – try some examples and find out what happens when you mix up assignment and equality checking. Is there a time when you might want to mix them up?

Meanwhile, you might want your conditions to rely on more than one variable at a time. For it is entirely possible to put a second 'IF' statement inside the first, but you shouldn't really do this if you only want to check simple conditions. For example, if you wanted to print text only if a was equal to 1 and b was equal to 2, you could do it like this

```
  if (a==1) {
      if (b==2) printf("A is one and B is two\n");
    }
```

A better way is to make use of another magic C symbol '&&'. The double ampersand will perform an 'AND' function

```
 if (a==1 && b==2) printf("A is one and B is two\n");
```

To achieve the equivalent with an OR, use this double bar ||

```
  if (a==1 || b==2) printf( "Either A is one or B is
two\n");
```

See you next month.

HOMEWORK

Last month we managed to get to the point of printing text on the screen, so if you tried it yourself and got it working, have a pat on the back. If you remember, I left you with some homework, namely to discover what purpose the '\n' served when it appears in text.

The answer can be demonstrated by this program, so type it in and find out:

```
main()
{
   printf("1. Hello World\n");
   printf("2. Hello \nWorld\n");
}
```

When you run the program (after compiling it and linking it of course) you'll see the text appear on screen like this

```
1. Hello World
2. Hello
World
```

The '\n' symbol inserts a new-line character, and if you tried to print text without it, you would see run out of space! By the way, if your C compiler was throwing strange error messages at you when you typed in last month's listings, you may need to add the line

```
   #include <stdio.h>
```

at the very start of all your programs. We won't get into a discussion about why yet, so you can treat it as a bit of mumbo-jumbo that makes your programs work if you like. In reality it adds a special library of code to your program, which is needed for the 'printf' function with some compilers.

C SHORT-CUTS

C has many ways of confusing the unwary, and one of its best is with the vast array of short cuts available. Take for example the seemingly innocuous statement:

```
     a=a+1;
```

Not content with this, C allows it to be shortened to:

```
   a++;
```

Likewise,

```
     a=a-1;
```

can be written as

```
   a—;
```

This might seem a petty thing, but it exists to allow the compiler to create an optimised version for translation into machine code – since most assembly languages provide INC and DEC instructions (although,interestingly the 68000 does not.)This statement can also be used during assignment, for example:

```
   a=10;
   b=a—;
```

Which will assign the value of 10 to b, and then decrement a to 9. If you wanted a to be changed beforehand, you would write:

```
   b=—a;
```

Which would have the effect of assign 9 to both a and b.

You can also shorten a simple addition such as:

```
   a=a+10;
```

to:

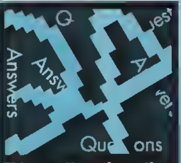
```
   a+=10;
```

Subtraction works in the same way. Don't worry about using these shorts if you are not sure about them, but remember to keep a look out if you see them in any other programs.

NEXT MONTH

That's it for this month – after all that you should have enough C programming ability to write some simple decision making programs of your own. Next month we'll be looking at loops, and the easiest ways to do lots of work with minimum effort.

If you have any comments about this series or would like to see a specific topic covered, why not write in to John Kennedy at the usual address.



This month we have the usual crop of processor problems, memory maladies and emulator enquiries to sift through. The good news though is that Mat Broomfield is in the U.S.A. so we had to get a proper expert to answer your questions.

ACCELERATED CRASH

I have just purchased and had fitted a SSL A5000 accelerator board with 3Mb memory (as advertised in your CU Amiga October issue). An excellent purchase in terms of speed, but many games I possess will not run with the extra speed. How will I know when purchasing software whether it will crash?
Mrs. J. V. Wightman, Whitstable, Kent

Unfortunately, you won't. Firstly, I should point out that this problem is not specific to the A5000, but will affect all accelerated Amigas (including standard Amigas which come with any processor other than the 68000 – i.e. the A3000, A4000 and A1200).

The trouble is with the game programmers. In the early years of the Amiga, Commodore produced a guide on how programs should run on the system, but many programmers just simply ignored them, following the philosophy that if it worked, why bother to follow the rules.

When the A3000 was launched the reason for the rules became apparent, when a lot of games software refused to work. 'Oh well', thought the programmers, 'no games players will buy a 3000 anyway'. And they were right, but nowadays more and more people have bought accelerators for their machines, and the new A1200 comes with a 68020 processor as standard, which is going to cause a lot of problems.

It wouldn't be so bad if these games were marked as incompatible on the boxes, but more often than not they just say Amiga. The good news is, if they do just say 'Amiga' on the box you can return them to the shop as being 'goods unfit for the purpose for which they were sold' and get your money back.

Hopefully games programmers will wise up and start producing games which work on all machines.

SERIOUS EMULATIONS

I have decided to buy a PC Emulator for my A500+ and I am not sure which is the best one to get. I would like to use *Microsoft Excel, Corel Draw, Aldus Pagemaker* and *Microsoft Word* and I need my Amiga to be able to run these programs. Please could you recommend the emulator which would best suit my needs.
Guy Pattison, Truro, Cornwall

There are several PC emulators on the market, most of which are capable of running the software you mention. It really comes down to getting what you pay for.

If you are planning on using these packages properly it would be worth going for a GVP hard drive with the GVP PC emulator mini-card (which can be bought separately if you already have a Series III drive).

For just mucking about, the KCS emulator available from Gordon Harwoods (0773 836781) would be more than adequate.

WHICH COMPUTER ?

I am currently exploring the wonderful world of the Amiga to find a computer to suit my needs. I have narrowed the choice down to the new A600 with extra hard drive or the extremely tempting CDTV computer package, as I have £500 of very hard earned cash to spend. I intend to use the computer for editing and producing special effects for amateur films on video primarily, as well as using art software such as *D-Paint IV* and, of course, playing games. I would also like a CD compatible computer. My main problem is finding out how expandable the CDTV system is, and if there is any CD software available for such things as video titling, etc. I understand that the CDTV system is basically an A500+ with a built in CD machine, but I have also read that the memory required to store CD data affects the running of floppy software. If I buy the A600HD, however, I will have to wait (how long?) for the A670 CD drive and then pay over £360 for the thing. There is, of course, the giant advantage of a hard drive, but is it just a question of choosing between a CD drive with memory overheads or a hard disk machine with the extra wait and expense for CD machine? Plus, will the CD drive run CD-i titles or PC-CD titles?

I would be extremely grateful if you could answer my questions and maybe tell me if I should get a different computer in the same price range and how I should expand the computer for use in VHS video editing.
S. Thompson, Salford

I'm not terribly sure why you need to have a CD drive for video titling, but you are correct to say that there are software problems with the CDTV, in that the buffers for the CD drive use up extra memory, effectively meaning that the CDTV has less than 1Mb. The solution to this is, of course, to get a CDTV with a memory expansion (Calcnins do a memory expansion for the CDTV, and also a hard drive option which may well be worth looking into).

If you are interested in doing a lot of titling, or doing it professionally, then it may be worth getting an A1500, which are selling reasonably cheap these days and have the advantage of a video slot, which is handy for some of the more hi-tech hardware. You can use CD-Roms on the A1500 using another SCSI CD mechanism.

The CD-Drive won't run applications that have been programmed for the PC or the CD-i, just as a CD-i machine won't run PC or CDTV applications. However, because the data on PC CD-ROM disks is stored in the same format it is possible to read the data from these disks.

TALKING NEIGHBOURS

I was watching a recent edition of Neighbours' and I saw that they were using a program called *Amiga Talk*, where you can talk to people through your computer by typing in messages. How much would this cost and what do you need for it?

What does the program *Ghostwriter* do? Can you talk to the computer as in *Amiga Talk*? Do you know of any other programs that can do this?
A. Moore, Grimsby, South Humberside

Unfortunately, I haven't seen Neighbours since I left University, so I didn't see that particular show. I assume that what you are asking for is a comms package, which enables you to electronically exchange data over the phone with other similarly equipped people or with a Bulletin Board.

There are plenty of comms programs for the Amiga, and the good news is that the best ones are Public Domain or shareware, so they cost next to nothing. Ones to look out for are *NComm*, *Jrcomm* and *Term*, all of which are available from all good PD libraries advertising in this issue.

BIRTHDAY PRINTER

I have to choose between two colour printers for my birthday, either a Star LC-200 or a Citizen Swift 9. The shops say that I should buy the Citizen Swift, even though it is the same price as a Star, but everybody else tells me to buy a Star. Please help.
T. Western, Crewe, Cheshire

Buy a Star.

AGNUS AMNESIA

Some years ago I bought an Amiga 500, with a 1Mb Fat Agnus in it. However, though I do have a 512k trapdoor-type memory expansion I do not have 1Mb of Chip memory. Also, when I switch the additional memory off by using the switch on the memory board, my Amiga won't boot at all, it just flashes the power LED and the screen goes yellow. Is there something wrong with the jumpers on the main Amiga board or is it because the memory expansion is a German one.

The memory board has been examined by the importer with no success – it worked all right on their machine. If the fault is the memory board, is it possible to configure some A530s 32-bit memory as Chip memory? The revision number of my Amiga is 6A.
Pasi Arffman, Vunokatti, Finland

Okay, for a start, just because you have the

Fatter (1Mb) Agnus chip on board doesn't mean that you can automatically have 1Mb of Chip memory. The A500 was only designed to have 512k of Chip memory – it wasn't until the advent of the A500+ that 1Mb of Chip RAM became standard.

There is a way to modify your A500 to enable it to use the trapdoor expansion RAM as Chip memory. You have to make some modifications to your A500 though. First of all turn off the machine and open the case, locate the small plastic jumper next to the trapdoor and remove it. Next get a sharp knife and warm up your soldering iron. Locate a set of three jumper pads slightly to the right of the 68000 chip and cut the connection between the two lower pads. Then solder the upper pads together, close your machine and switch it on. The RAM expansion should be configured as Chip RAM now. However, if the Amiga is having trouble recognising the expansion as it is, there may be something wrong with your computer.

Check that all the pins on the trapdoor slot are straight and give them a bit of a clean. If you can't get the expansion to work normally there is no point in trying to make the Chip RAM modification.

You cannot configure memory on a hard drive to act as Chip memory.

MODEM MADNESS

I am thinking about buying a modem but I do not know much about them. I would like to know about the different types, prices, things that can be done with them and whether it is worth buying one. Can you please help or give me a name and address of someone who can give me more info.

Micheal Farn, Cottingham, North Humberside

How curious. You are thinking about buying a modem then, but you don't know what they do? You're a marketing man's dream.

Listen, forget about modems, I have this very nice state of the art computer for you. It's called an Atari Falcon.

COP KILLER

I've nearly finished my own animation film called 'Cop Killer' using the brilliant coverdisk program *MovieSetter*. It's taken 2Mb, loads of coffee and a distinct lack of sleep.

Could you please tell me how to put my animation on to its own bootable disk? I've copied the files from *MovieSetter* on to the blank disk as well as the animation itself but nothing seems to happen. Is there a utility that I can use or perhaps a book that can give me more info?

P.S. Could you please tell me what the Fatter Agnus and Super Denise chips do, and would they be worth getting?

Paul Henderson, Dublin, Ireland

The trick about making a disk bootable is to install it. An ordinary disk has nothing on its boot sectors but a load of data indicating that it is an AmigaDos disk.

On a bootable disk, however, the boot sector contains a small executable program which instructs the Amiga to start its initialization sequence.

To install a disk simply enter the Shell or CLI by clicking on their icons and then type 'Install ?' and press return. A load of garbage will appear on the next line. Now insert your disk and type 'DF0:' and press return. The disk will be installed and will now boot as a normal Workbench disk.

If you want to automatically run the program when the disk has booted it will be necessary to make a startup-sequence. First make a directory on the disk called 's' and in it create a file called 'startup-sequence'. This file is just a list of CLI commands that are executed at startup. In your case the file could simply have one line 'Movieplayer name_of_file'. For more details see the special supplement elsewhere in this issue.

NOVICE VIRUS

I am a novice to the Amiga, so I was wondering if you could help me out with a problem. I think that my Amiga has caught a virus, because one particular disk I tried loading produced a lot of the red and black 'Software Failure' messages, and upon subsequently loading my Workbench I could not get access to the pull-down menus with the right mouse button. The computer works okay with other commercial software but it is just my Workbench which is giving me problems. Hopefully this sort of problem rings some bells with you and you can tell me what options are available to me.

Wayne Toal, Stockport, Cheshire

A software failure is the computer's way of telling you that it has crashed. This could be due to a number of reasons, but if it is happening on your Workbench disk, and you have no other peripherals attached, then it probably means the disk is corrupt.

This could be either due to virus damage or simply a dodgy disk. Make another copy of Workbench from your original disk and install the Virus checker we gave away on the coverdisk onto it. Use the checker to test your other disks too – just because they seem to work doesn't mean they aren't infected.

A1200 VS. A600

I would like to know if you could give me any information about the new Amiga A1200. All I know is that it has a 32 bit processor, can have 256,000 colours on screen, and costs around £400.

Which would be the best buy between the A600 and the A1200? I have an expanded A500 on which I use art packages, word processors, and play games. Would my A500 software be compatible with the A600 and A1200?

Darren Broughton, Street, Somerset

I assume you have now read the A1200 review as seen in last month's CU. As to which is best, well, the specifications speak for themselves. If you plan to do anything at all involving graphics then the A1200 represents greater possibilities. There are some games due out which take advantage of the increased speed and colour resolution of the new Amiga, too.

The problem really lies in compatibility. A large amount of games software will be incompatible, as will some of the existing graphics packages. We are still working on our lists of software which will work on the new AGA machines. Commodore claim that they have achieved 60% compatibility in their tests, but we seriously doubt this figure.

A-LEVEL HEADACHE

I have just started my A-Levels and consequently I have many essays to write. Obviously, I do them on my Amiga. But due to their size I am always running out of memory. This is my set up: A500 with kickstart 1.3 and Workbench 1.3.2, Power external drive, Star LC10, Datel 512k upgrade, and I use *Penpal* to write my essays.

I have seen the following advertised by Evesham Micros: 1.5Mb Ram board, Megaboard (both boards go in the trapdoor and also connect to the Gary chip). I was wondering how reliable this method is and is there any possibility of destroying my Amiga when installing the board? Which board is best and are there any other alternatives?

I am also considering buying a hard drive. What is your opinion of the Roctec hard drives? What are the Ashcom unbranded drives like? Are there any other drives in the same price range?

Ben Rotundo, Cheltenham, Glos

To answer in reverse order. Both the RocTec and the GVP HD8 are very good drives. You also might like to consider the Dataflyer, now being distributed under the Zappo brand name. You really can't go wrong with any of these drives and even CBM's own A590 Plus is worth considering if you plan to add any additional SCSI drives later. We did run a comparative test a few issues back on hard drives, where the GVP just edged ahead of the RocTec.

The reason I mention hard drives first is because all these drives allow you to add extra memory. This would enable you to still use your A501 expansion, which you wouldn't be able to do if you got a 1.5 expansion for the trapdoor. The difficulty with these Gary modification expansions is that the memory is not Autoconfigured in the same way as external memory is. This can lead to problems with some peripherals.

CLASSIC EXPANSION

I have an A500 with 1Mb of Ram, which I bought with the Cartoon Classics pack. I am thinking of buying an upgrade to expand to 2Mb and I've got a few questions to ask:

1. I want to buy a 2Mb upgrade that will work with the upgrade that I got with the Cartoon Classics pack and I saw the Megaboard on sale from Evesham Micros. Does this mean that the Megaboard will connect up with my upgrade to give 2Mb and, if so, will it be easy to install as I'm no expert at installing chips?

2. I am very keen on animation and have got to grips with *D-Paint IV* and *MovieSetter*, and I was wondering if having 2Mb of memory will make much difference to my animations. Will it mean that I will be able to make animations twice as long with the two animation packages above?

3. Also, will having 2Mb cause any problems with my computer games or doesn't it matter?

4. And lastly, what other advantages apart from animation does having 2Mb have?

Robbie Edmonstone, Jordanhill, Glasgow

➤

AMIGANUTS

Now Under New Ownership

12 Hinkler Road, Southampton, Hants, SO2 6FT. ENGLAND

Founder & Worldwide Distributors of The Amiga Coders Club Disks,

European distributor of the famous T-BAG disks

Licenseware

grammers, try us first. We will offer upto 40% of the sale price to the rogrammer of new Licensed material We will also test programs on 2, 1.3, 2 x and 3.0 machines Interested, then drop us a line at the ddress above

Octamed Professional v4.03 (c)

e best budget priced music software available! Can utalise up to 8 racks using Amiga hardware, 16 if used with MIDI Uses System Exclusive Messages to allow Octamed to control Midi intrsument or ice versa Has built in sampling software with all usual features. Design synthetic sounds or hybirds mixed with raw samples Can be sed in standard tracker mode or using stave editor, printouts upported. Power packed samples and modules can be used. Need we arry onl Prices

	Octamed & Manual	Octamed	Manual
K & EC	£30 00	£22.50	£8.50
eat Of The World	£32 00	N/A	£8.50
pgrade Only	N/A	£12.50	N/A

AMFC v2 (c) £10.00

e Amiga Music File Converter, a perfect accompaniment to ctamed. Allows modules from other trackers to be converted into ctamed Format, including SMUS.

The Amiga Coders Clib (c) £4.00 each.

ow In it's third year, this is a monthly disk magazine for assembly anguage programmers, both new and old alike Contains loads of urce, tutorials, hints and tips. Issne 29 now available

on PD. Budget Titles

ganuts also carries a large number of licensed programs from hich the [illegible]grammer receives a share. Below is a short list

Frac 2	Adventure creation program	£5.00
QuickSilver	Electronic pinball game	£8.00
A-Gene v4.19	Genealogy program	£15.00
A-Log	As above for animal breeders	£8.00
MapEd	Game map designer	£5.00
ACC Assembler	Budget assembly package	£5.00
Amicash Pro	Cheque book program	£6.00
Words 3	Solve X-words, anagrams etc	£6.00

Public Domain Software

We have too many titles to list here, so offer onr catalogue disk for just £1.25 inc. P&P As well as a complete list of our library the disk also contains DCopy 2, BBAse v5, Epoch 3 and 2 games. The list below will give you some idea

Assassins Games

We stock the lot (thanks Bryan) from issue 1 to Issue 41. Special offe are open for those wishing to bulk buy Assassins games. 10 disks for £11.00 20 disks for £21.00 or all 41 for £40.00. We are currently compilling a set of A1200 games, watch this space.

T-Bag Disks

As the European distributors, we stock all T-Bag disks and supply all other outlets Presently at issue 74.

Music Related Disks

To support our Octamed customers we snpply a samples set consisting of eight disks crammed full of crunched samples for you to use and abuse as you wish. Set price, £9.00

A collection of modules from our library has been built up and occupies 14 disks All the modules are also packed, but will load straight into Octamed. 14 disks set costs £15.00.

A three disk set of Octamed Tunes £3 00

AM/FM The Amiga Musicians Freeware Magazine. Of interest to all Amiga musicians, each issue consists of a magazine disk and a samples disk. The smaples are excellent quality. The magazine contains modules, MIDI tunes and general interest articles. Each 2 disks issue costs £4.50.

Other Titles

Word Power	Spell checker and X Word tool
AGraph & Freepaint	PD answer to DPaint
TextEngine & AZSpell	Shareware Wordprocessor
Money Program	Home finance pack
[illegible]	[illegible]
Audio Animation Studio	Name says it all really

Programmers

North C	C compiler with editor front end
PCQ Pascal	Pascal compiler with editor F end
Power Logo	Good implementation of this lang
MOB	Moveable Object Editor, for games
Game Background Ed	Excellent map designer using tiles

PD Prices: 1 - 5 disks.....£1.80 per disk. 6+ disks.....£1.25 per disk

PLEASE REMEMBER TO USE THE NEW ADDRESS AT THE TOP OF THE ADVERT.

ROMFORD COMPUTER CENTRE

The newest name in Software mail order.

Please send cheques/PO/Access/Visa No and expiry date to: Romford Computer Centre, 72 North Street, Romford RM1 1DA.

Post & Packing included except non-EEC Countries. Please add £5.00 per order for Air Mail.

Telephone Orders: 0708-735006/7.

Callers welcome Mon to Sat 10am - 4pm.

AMIGA	OUR PRICE
3.D Con Kit II	29 99
A320 Airbus	22.99
Arsenal FC	16.99
Addams Family	18 99
Aquatic Games	17 99
Air Warrior	23 99
Archer Maclean Pool	19 99
Amos	32 99
Alien 3	19 99
B17 Flying Fortress	22 99
Birds of Prey	22 99
Black Crypt	15 99
Board Genius	19 99
Champ Manager	16 99
Chuck Rock 2	14 99
Civilization	22 99
Curse of Enchantia	16 99
Crazy Cars 3	16 99
Covert Action	22 99
Dune	19 99
Dungeon Master & Chaos	21 99
Doodlebug	14 99
Dynablasters	19 99
Epic	19 99
Eye of Beholder	19 99
Eye of Beholder 2	22 99
Falcon 3	24 99
Fatal Strokes	19 99
Fire and Ice	16 99
Fire Force	19 99
Formula One GP	22 99
Football Director 2	18 99
Football Manager 3	14 99
Frontier (Elite 2)	22 99
Gadget Twins	18 99
Gunship 2000	22 99
Gobilns	16 99
Guy Spy	16 99
Harpoon	22 99
Heimdall	12 99
Home Alone	16 99
Humans	18.99
Indy Jones Atlantis	
Action Game	19 99
Adventure	19 99
Int. Rugby Challenge	17 99
Jaguar XJ220	14 99

AMIGA	OUR PRICE
Jimmy Whites Snooker	16.99
John Madden Football	16.99
Kick Off 3	16 99
Lemmings	14 99
Lethal Weapon	18 99
Lotus Challenge 3	14 99
Legends of Valour	22 99
Lure of Temptress	19 99
Lionheart	18.99
Mini Office	44 99
Mig 29 Super Fulcrum	15 99
Myth	16 99
Nigel Mansell W Champ	17 99
No Second Prize	19 99
PGA Tour Golf +	19 99
Parasol Stars	16.99
Pinball Dreams	16 99
Pinball Fantasies	19 99
Pacific Islands	18 99
Pathway to Power	19 99
Premiere	16 99
Putty	16 99
Piracy	19 99
Railroad Tycoon	22 99
Ragnarok	22 99
Secret of Monkey Isle	17 99
Secret of Monkey Isle 2	24 99
Sensible Soccer	16 99
Sensible Soccer 2	18 99
Shadow of Beast III	21 99
Shuttle	22 99
Streetfighter II	19 99
The Manager	18 99
Uridium 2	17 99
Wizkid	16 99
Zool	14 99

AMIGA BARGAINS	SPECIAL PRICE
Battle Command	5.00
Back to Future III	5.00
Cisco Heat	5.00
Death Bringer	7 00
Falcon	7 00
First Samurai	9 00
Flames of Freedom	9 00
Hudson Hawk	7 00
Kick Off 2	6.00
Faro	5.00
Pitfighter	6 00
Robocop	5 00

AMIGA BARGAINS	SPECIAL PRICE
RBI2 Baseball	6 00
Silkworm	5.00
Smash TV	7 00
Super Space Invaders	7 00
Trivial Pursuits	9 00
Wild Wheels	5 00
Wolf Pack	7 00
World Cup Rugby	7 00

ADVENTURERS
CORPORATION ·
SUPREMACY ·
HUNTER
ONLY 12.99

CAMPAIGN
£22.99

Combat Classics - F15/2, Team Yankee, 688 Attack Sub £22.99

WORD PROCESSING	PRICE
Excellence 3.0	56 99
Kindwords 3.0	36 99
Penpal	51 99
Protext 5.5	94 99
Quickwrite	28 99
Scribble (Platinum)	26 99
Wordworth 1 1	79 99
Word Perfect 4 1	139 99
SPREADSHEETS:-	
Advantage	69 99
Maxiplan 4 0	34 99
ACCOUNTING:-	
Arena Accounts	79 99
Home Accounts 2	30 99
Per. Finance Man	24 99
BUNDLES:-	
Compendium 6	28 99
Works Platinum	59 99
PROGRAMMING:-	
Amos the Creator	32 99
Amos 3D	22 99
Amos Compiler	19 99

Cor, this is all a bit efficient numbering your questions isn't it? Okay, off we go:

1. Maybe. The Megaboard has an expander for your original RAM expansion, but it will only fit in if it is under about 9cm long (i.e. the original A501 won't fit).

2. More or less. Both these programs need to store images in RAM when they are animating if any degree of speed is to be attained.

3. It shouldn't make any difference. Some exceptionally old games (like, circa 1987) may have some difficulty, but generally you will have no problems. Many games are actually enhanced by having more memory.

4. More memory makes everything a lot easier, especially when using applications software.

WHAT TIME IS IT KIDS ?

My Amiga has started telling me '<unset><unset><unset>' as a response to the setclock command (including setclock reset). What does this mean? Is it perhaps a problem with the clock's battery? (I have an original A501, over three years old.)
Eyal Teler, Jerusalem, Israel

Why do you write in when you know the answer already? Yes, it is most likely that you have a problem with the battery. It is probably just run down, which can easily happen if you don't use your computer regularly. The best solution is to leave the machine on constantly for about 19 hours, which should charge it up enough again.

Ezra sends his regards by the way.

PD GEOGRAPHY

I have an Amiga 500+ with 1Mb and no hard drive. I have been looking around PD adverts and am trying to find a good map generator (I am interested in Geography). I have tried a few programs but they have not been compatible with my Amiga, they have either needed 1.5Mbs or a hard drive. I would like quite a cheap but effective PD program. If you cannot help, can any readers?
Stuart Ingram, Swindon, Wilts

I'm not quite sure what you mean by a map generator. If you mean, as I think you do, that you want a program that will display various maps of the U.K. then I don't know of one that would be suitable and run in such a limited space. If anyone does know of any software that can do this, please write in and let us know.

Other than that I can only suggest that you look at getting a hard drive. All these types of program rely on large amounts of data to create the maps from. The more data you have the more accurate the maps will be so if this is more than a passing curiosity it would be worth investing in an expansion.

KEY 880

Sometimes when I'm working with AmigaDOS and I insert a game disk (e.g. *Robocop II*) I receive the message 'not a DOS disk in unit 0', or 'Key 880 checksum error'. How can I remove these errors?
Tim Jacobs, Belgium

You can remove the 'errors', but you don't want to. The games disks you mention are exhibiting the classic symptoms of being non-AmigaDos disks.

This means that although you can boot up from the disks when you first turn your machine on, they are not recognised as standard disks.

This is because games are often loaded in stages as you play through them. In order to store all the data in such a way that the game can access it quickly, it is more often than not arranged in a different way on the disk, the loader program being contained in the boot-sector of the disk which is run on start-up.

There is nothing wrong with your disks but you cannot run them without rebooting your machine first, with the disk in the drive. It is a good idea to turn your Amiga off and then back on again between games anyway, to protect against the spread of viruses.

MORE ABOUT SAMPLE LIST

Your explanation of *OctaMED's* SLIST option has solved a problem that I've been trying to come to grips with for some time. However, in order to show the new list of sample disks when I load the program, I have to go into the FILE section and click on the 'S' directory followed by MED_paths. The program then asks if I want to replace the existing sample list, to which I press 'R' (for Replace). Is this really necessary?
Mike Hemming, Studley, Warwickshire

Yes, I must admit that the explanation of the SLIST option wasn't very satisfactory was it? After an exhaustive two minutes of research, I can now give you the complete picture.

For those readers who may not be familiar with the feature, the SLIST can be used to store a complete list of any instruments that you have available on additional disks or in various directories. These instruments can then be loaded by simply clicking on their name in the available lists.

Adding a list of instruments consists of three stages:

1. Read the instrument directory. To do this click the FILES button in the main options palette and the file requester screen will appear. From here, select the disk and directory containing the instruments that you want to add to the FLIST. When the instrument names appear, click the SLIST button in the main options palette.

2. Add the instruments to the SLIST. In the SLIST window, simply click the ADD button (below the word DIR). The instrument directory should appear in white writing at the right of the SLIST screen.

3. Save the new SLIST. Now this is the stage that has been causing problems. The SLIST can be saved in two different places: the S directory of your *OctaMED* disk, or the current directory. The current directory is whatever directory appears when you click the FILES button, and if you've just loaded some instruments, it will be the instrument disk. The safest thing is to use the S directory option, so insert your *OctaMED* disk and click S (underneath the words SAVE LIST). A file called MED_paths has now been saved in the S directory of your *OctaMED* boot disk (or hard drive if you're using one).

When *OctaMED* loads, it will automatically look for and read the MED_paths files from its boot directory. If it can't find the file there, it will search the S directory. This creates the problem that the old path list will still be read instead of the new one that you've just created. To solve this problem, all you need to do is go into the *OctaMED* directory and delete the unneeded path list.

If you're using the CU coverdisk, you can do this by loading it until the Workbench screen appears, then double click on the CU36 icon, scroll the window up and double click the system icon. Finally, double click the CLI icon and type

```
DELETE CU36.MED_paths <return>
```

CHANGING MIDI SETTINGS

I want to transmit the MIDI setup information (such as pan settings) on the very first audible note of a song or sooner, yet that requires three lines of information. Is there a way that the information can be transmitted (perhaps using silent or 'dummy' notes) before a song starts playing? At the moment I simply transmit three very short notes for every MIDI instrument/channel before the song starts. This means that every song is introduced by three very loud and disruptive blasts of sound.
David Bell, Sydney, Australia

Yes, there is a way that you can do this, and it takes advantage of one of *OctaMED*'s more useful features which applies equally to both MIDI or samples. If you play a note, then send further commands before that note has finished playing and, the program will interpret those commands as it encounters them.

The easiest way to use this to your advantage, is to transmit a note using the required instrument, but with a volume of zero, you can then use subsequent lines for sending commands. For example:

C-3 10C00 – Plays note C, instrument 1 with a volume of 0 (C00).

— 00E7F – Sets the stereo pan completely to the right.

— 00000 – Does nothing!

C-3 10000 – Plays note C, instrument 1 at its default volume.

You can also use this to move the stereo location of an instrument while it is playing! For instance:

C-3 10000 – Plays note C, instrument 1, default stereo location.

— 00E7F – Note C is still playing, but has been moved to the right.

— 00E3F – Note C is still playing, but has been moved to the centre.

— 00E00 – Note C is still playing, but has been moved to the left.

C-3 10000 – Plays note C, instrument 1, stereo location to the left.

I'M COMING HOME

Mat will return next month from his jaunt across the Atlantic. So, keep those letters flooding in ready for his return. Hopefully, there should be one or two that are beyond even his ken; it will probably be the only thing to wipe that 'I've been to the States and had a fabulous time' look off his face.

The address is: Mat Broomfield, Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

White Knight Technology

AMIGA *Specialists* ☎ (0992) 714539

10am - 9pm Mon - Sat

PO BOX 2395, WALTHAM CROSS, HERTS, EN8 7HT

E&OE

VISA

SWITCH

Credit Card Surcharge of 4%. None on Switch

ACCELERATORS

68020

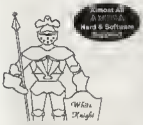
SSL A5000 16.7MHz 020+ 881	
2Mb Fitted	£ 199
4Mb Fitted	£ 259

68030

SSL B5000 25MHz 030 + 882	
4Mb Fitted	£ 399
8Mb Fitted	£ 569
SSL B5000 33MHz 030 + 882	
4Mb Fitted	£ 499
8Mb Fitted	£ 675
GVP G-Force 030 - 25MHz	
1Mb 32-Bit RAM + SCSI	£ 549
IVS Vector 2000 25MHz 030	
SCSI & Upto 32Mb RAM	£ 579
GVP G-Force 030 - 40MHz	
4Mb 32-Bit RAM + SCSI	£ 779
GVP G-Force 030 - 50MHz	
4Mb 32-Bit RAM + SCSI	£1099
GVP A530 Turbo 40MHz 030	
1Mb RAM & 120Mb Drive	£ 769
VXL*30 25MHz 68030EC with	
Optional RAM & Co - Pro	£ 239
VXL RAM (2Mb, 60ns)	£ 199

68040

GVP G-Force 28MHz 68040	
For A3000. 2Mb RAM	£1525
GVP G-Force 33MHz 68040	
For A1500/2000. 4Mb RAM	
SCSI + Serial & Parallel	£1525
PP&S 040/2000 28MHz 68040	
For A1500/2000 with 4Mb	£1299
PP&S 040/3000 25MHz 68040	
For A3000, No RAM	£ 749



ALL PRICES INCLUDE VAT AND POSTAGE ADD £10 FOR COURIER

A4000

25 MHz 040 & 6Mb RAM

120 Mb - £2299

4Mb 32-Bit SIMM £160

A3000

25 MHz 030 & 2Mb RAM

52 Mb - £1149

105 Mb - £1299

4Mb St.Col. Zip RAM £189

A1200

14 MHz 020, 2Mb RAM £385

A1200 With ZOOL Pack £399

☆ For Our Latest Prices And Technical Information, call ☆

THE BIG BANG BURGER BAR BBS

081 909 2064

BARE DRIVES

3.5" Qtm/Mxt/Fuj/Dec	SCSI
120Mb (1")	£ 299
213Mb (1")	£ 419
340Mb (1.6")	£ 689
425Mb (1.6") SCSI-2	£ 979

A600/1200 DRIVES

20Mb (2.5" IDE + cable)	£ 139
40Mb (2.5" IDE + cable)	£ 199
60Mb (2.5" IDE + cable)	£ 229
80Mb (2.5" IDE + cable)	£ 289

HARD DRIVES & CONTROLLERS

GVP HD8+ 80	£ 379
GVP HD8+120	£ 429
IVS Trumpcard 500 AT - IDE	
No Drive or RAM	£ 139
42Mb IDE Version	£ 279
IVS Trumpcard 500 Classic	
SCSI, No Drive	£ 135
GVP HC8+	£ 125
GVP HC8+ 80	£ 345
GVP HC8+120	£ 409
IVS Trumpcard 2000 Classic	
SCSI, No Drive	£ 75
IVS Grand Slam! 2000	
SCSI, RAM + Parallel	£ 169

REMOVABLE DRIVES

Syquest 44Mb 5.25"	£ 275
Syquest 88Mb 5.25"	£ 365
44Mb Cartridge	£ 66
88Mb Cartridge	£ 99

IMPACT VISION 24

£1349

OPALVISION

£ 749

VIDEO BACKUP SYSTEM £65

WORKBENCH 2.1 Enhancer Kit

Workbench 2.1 Kit	£ 55
Kit With 2.04 ROM	£ 89

MORPH PLUS	159
CINEMORPH	89
IMAGE FX	199
ADPRO 2.15	159
IMAGINE 2	149
ALADDIN 4D	259
TRUE PRNT 24	54
IMAGEMASTER	119

OCTAMED PRO

As part of a new initiative to give you, the reader, more influence over what goes into the magazine, Simon Adamson is this month's guest reader reviewer. He asks: Is the hype surrounding *OctaMed Pro* justified?

IS IT A SPREADSHEET?

Let's get one thing straight before we start. I don't regard myself as a musician. I'm not the type who took piano lessons as a kid, and I can't play God Save the Queen on a dozen different instruments. If I could, I'd probably run a mile from something like *OctaMED*, which at first sight looks more like a spreadsheet than a music program. Coming from a background of programming various utilities, this didn't bother me. In fact, it made a lot more sense to me than the professional sequencers I'd used!

Anyway, for those who didn't pick it up when Version 3 was given away free on the July issue of CU Amiga, *OctaMED Pro* is an update of *MED*, which itself stems from the *Soundtracker* family. The main difference with *OctaMED* is that it can play eight channels of samples simultaneously. This is quite a feat, as the Amiga only has four sound channels. The price you pay is a drop in sound quality, but more on that later.

IN THE MIX

Since version 1, *OctaMED* has combined sampling and sequencing in one program. The advantage of this is that you can grab and edit new sounds while you're in the middle of writing a tune. With previous versions of the program, you could mix samples together, boost or filter the treble, add echoes and reverse the sounds. Now you've got control over the degree of treble boost and filter, finer definition of echoes, and you can even edit samples freehand by drawing a new waveform in the sample window.

If you want a more conventional display you can click on the stave gadget: this shows selected tracks as music notation. Although it doesn't show things like effects commands, it does allow you to enter sheet music by picking up notes from the palette at the bottom of the screen and putting them onto the stave.

GET THE BALANCE RIGHT

You can use *OctaMED* in four, five, six, seven or eight channel mode. The standard four channel mode gives you plenty of control over the tempo of your track, the relative volumes of each sample, and it also offers the best sound quality. Unfortunately, there's a heavy price to pay for using extra tracks. First, all the samples are converted from 8-bit to 4-bit. Now the playback volume of each sample is set to maximum and can't be altered from within the song. This makes it very difficult to get the levels right. Finally, the tempo control is reduced to what is in effect a fast/slow control. This doesn't matter so much for synth type instrumental tracks, but it makes sequencing drum loops rather tricky. It would be impossible, but for the new 'tune' function. This lets you fine tune the playback rate of any sample, pulling loops into time and tuning instrument samples.

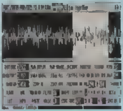
The main problem with using eight channels is the drastic loss of sound quality. It's most noticeable in sounds with a lot of treble, such as cymbals and drums, which are reduced to coarse, grainy shadows of their former selves. You can get a bit of treble response back with the HQ (high quality) gadget, available on Amigas with a 68020 or higher processor, but it's still nowhere near as clear as in four channel mode. It's a shame really because it rules out any possibility of using it for professional music production.

To be fair, the sound degradation isn't that obvious if you use the right sounds. Sampled synth sounds and synthetic drums don't lose much and you can include all those little rhythms, sub-melodies and background effects that just weren't possible with four channels.

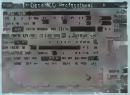
If you've got a MIDI keyboard or drum machine, you can sequence them alongside your samples. Each block can be extended to 16 tracks, all of which can be used for recording and playing MIDI sounds. For me, it's the MIDI support that puts it head and shoulders above the other trackers. It is possible to record live from your MIDI instrument, but the fairly low resolution and slow reaction time from the computer means that it's best used as a step-time editor for anything other than very simple parts.

OctaMED Pro is a pretty tasty program, even if you never use the eight channel sample mode. I'd recommend it to anyone who uses a tracker and wants a bit more power, as well as beginners who want to have a go at making their own music.

OctaMED is one of the few programs that lets you use up to eight samples simultaneously. There is a price to pay however, and sound quality is lowered.



The sampler lets you grab new sounds at any time, and the updated editing features give you even more control over the effects.



Combining MIDI music with your samples is simple, and you've got up to 16 tracks to play with!

Input sheet music with the notation editor

SO YOU THINK YOU CAN WRITE?

Now that you've read the second in this series of regular Reader Reviews we're sure you think that you can do better.

If you've ever disagreed with one of our reviews or bought a product we've never mentioned, then here's your chance to tell everyone about it. And the best part about it all is that we pay you for enlightening us. Each review we print earns the writer £50.

OCTAMED PRO

...at a glance

- 8 channel sample sequencer ▪ 16 tracks of MIDI data ▪ 4 channel mode ▪ Integrated sampler editor ▪ Low sound quality with 8 channels ▪ High quality option for accelerated Amigas

Address: Amiganuts United, 12 Hinkler Road, Southampton, Hants SO2 6FT.

AMIGANUTS £30.00
(without manual £22.50)

'An excellent sampler and sequencer combination.'

EASE OF USE	75%
VALUE FOR MONEY	80%
EFFECTIVENESS	88%
FLEXIBILITY	90%
INNOVATION	91%
OVERALL	**90%**

PREMIER MAIL ORDER

*Titles marked * are not yet available and will be sent on day of release.*
Please send cheque/PO/Access/Visa No. and expiry date to:
Dept CU01, 10 Tinkler Side, Basildon, Essex SS14 1LE
Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £3.00 per item for Airmail. These offers are available Mail Order only.
Telephone orders: Mon-Fri 9am-7pm. Saturday 10am-4pm. Sunday 10am-4pm. Fax orders: 0268 271173. Tel orders: 0268 271172
Next day service availablle add £2.50. Check to see if games are 1 Meg Capacity.

Addams Family	16 99
Afterburner	6 99
Agony	24 99
Airbus	**22.99**
Air, Land, Sea	24 99
Air Support	19 99
Alien 3	19 99
Altered Beast	6.99
Amberstar*	19 99
Amos The Creator	29 99
Amos 3D	24 99
Amos Compiler	19 99
Amos Professional	44 99
Another World.	19 99
Aquatic Games	16 99
Arkanoid 2	6 99
Award Winners	16 99
Archer Macleans Pool *	16 99
Arsenal FC *	16 99
Ashes of Empire	22 99
Assassin	16 99
Assault on Alcatraz	16 99
A Train*	22 99
B17 Flying Fortress (1 Meg) *	22 99
Batman Caped Crusader	6 99
Batman the Movie	6 99
Bat 2 * (1 Meg)	26 99
Battletoads *	19 99
B C. Kid	17 99
Billy the Kid *	16 99
Birds of Prey (1 Meg)	22 99
Black Crypt	19 99
Blues Brothers	16 99
Bonanza Bros	8 99
Bubble Bobble	6 99
Cobal	6 99
California Games	6 99
California Games 2	16 99
Carl Lewis Challenge	16 99
Campaign	**22.99**
Castles	19 99
Centurion	8 99
Championship Manager (1 Meg)	16 99
Chaos Engine	16 99
Chuck Rock 2 *	16 99
Civilisation (1 Meg)	**22.99**
Cool World*	17 99
Conan The Cimmerian *	19 99
Covert Action (1 Meg)	22.99
Crazy Cars 3	16 99
Cruise For A Corpse	19 99
Curse of Enchata	22 99
Daley Thompson Challenge	6 99
Dark Sun Shattered Lands *	21 99
Dark Queen Of Krynn	22 99
Death Knights Of Krynn (1 Meg)	19 99
Deluxe Paint 4	54 99
Demonsgate *	22 99
Desert Strike*	19 99
Dizzy Collection	16 99
Doodlebug	17 99
Double Dragon	8 99
Double Dragon 2	8 99
Double Dragon 3	16 99
Dragon Ninja	6 99
Dreadnought	22 99
Dream Team	17 99
Dune	19 99
Dungeon Master Chaos	19 99
Dynablaster	**19.99**
Easy Amos	29 99
Elvira 2 (1 Meg)	24 99
Elite 2*	22.99
Epic	19 99
Euro Football Champ	16 99
Eye of the Beholder (1 Meg)	19 99
Eye Of The Beholder 2 (1 Meg)	21 99
Eye of the Storm *	19 99
F15 Strike Eagle 2 (1 Meg)	22 99
F16 Combat Pilot	8 99
F19 Stealth Fighter	19 99
Fantastic Worlds	20 99
Falcon 3 *	24 99
Final Fight	16 99
Fire Force	16 99
Fire and Ice	16 99
First Samurai + Mega-Lo-Mania	19 99
Flag *	19 99
Flash Back	19 99
Flood	8 99
Football Crazy	16 99
Football Director 2 (1 Meg)	16 99
Formula One Grand Prix	**22.99**
Games 92-Espana	**19.99**
Ghostbusters 2.	6 99
Ghouls and Ghosts.	6 99
G LOC	16 99
Goblins	16.99
Godfather Action	19 99
Godfather Adventure.	24 99
Gods	16 99
Golden Axe	8 99
Graham Gooch *	19 99
Graham Taylor	16 99
Grusome *	16 99
Gunship 2000 * (1 Meg)	22 99
Guy Spy	19 99
Hard Drivin	6 99
Harlequin	**16.99**
Harpoon + Battleset	22 99
Harpoon Battleset 3	9 99
Harpoon Battleset 4	9 99
Harpoon Scenario Editor	13 99
Head Over Heels	6 99
Heart Of China (1 Meg)	22 99
Heimdall (1 Meg)	19 99
Hitchikers Guide	7 99
Hai	16 99
Hook	16 99
Humans	19 99
Ian Botham	19 99
IK+	6.99
Indy Jones Atlantis Action *	19 99
Indy Jones - Atlantis Adv * (1 Meg)	24 99
Int Sports Challenge	19 99
Ishar	19 99
Ivanhoe	6 99
Jack Nicklaus Extra Courses.	9 99
Jack Nicklaus Goll	7 99
Jack Nicklaus Unlimited Goll (1 Meg)	19 99
Jaguar XJ220 (1 Meg)	16 99
Jimmy Whites Snooker	19 99
John Madden	16 99
Keys of Maramon *	16 99
Kings Quest 5 (1 Meg)	22 99
Knightmare	19 99
Knights of the Sky (1 Meg)	**22.99**
K.O 2 - Giants of Europe	7 99
Laser Squad 2 *	16 99
Leander	16 99
Leathal Weapon 3 *	16 99
Leather Goddess	7 99
Leeds United	17 99
Legend	21 99
Leisure Suit Larry 5 (1 Meg)	22.99
Lemmings	14 99
Lemmings 2*	17 99
Lemmings Construction Kit *	16 99
Lemmings + Data Disk	19 99
Links	24.99
Lombard Rally	6.99
Lure of the Temptress	19 99
M *	21 99
M1 Tank Platoon	19 99
Magic Pockets	16 99
Man Utd Europe	8 99
Match of the Day	16 99
Mega Fortress (1 Meg)	22 99
Mega Sports	19 99
Mega Traveller 1 (1 Meg)	19 99
Mega Traveller 2 (1 Meg)	19 99
Microprose Goll	22 99
Microprose Soccer	6 99
Midnight Resistance	6.99
Midwinter 2 (1 Meg)	22 99
Moonstone (1 Meg)	19 99
New Zealand Story	6 99
Nigel Mansell World Champ *	18 99
No Second Prize*	17 99
Operation Thunderbolt	6 99
Operation Wolf	6 99
Ork	19 99
Outrun	6 99
Pang	6 99
Paperboy 2	16 99
Parasol Stars	16 99
PGA Goll Courses	9 99
PGA Tour Golf+	19 99
Pinball Fantasies	**19.99**
Pinball Dreams	**16.99**
Platoon	6 99
Pool of Radiance (1 Meg)	19 99
Pools of Darkness (1 Meg)	21.99
Populous	8 99
Populous 2 (1 Meg)	19 99
Populous 2+	22.99
Populous Challenge Disk.	10 99
Powerdrift	8 99
Powermonger	19 99
Powermonger Data Disk 1	9 99
Premiere (1 Meg)	**19.99**
Predator	6 99
R Type	6.99
Railroad Tycoon (1 Meg)	22.99
Rainbow Collection	13.99
Rainbow Islands	6.99
Rambo 3	6 99
Ramparts	16 99
Reach for the Skies *	22.99
Realms (1 Meg)	19 99
Red Heat	6 99
Red Zone	16 99
Rise of the Dragon (1 Meg)	22 99
Risky Woods	16 99
Road Rash	19 99
Robocod	16 99
Robocop	8 99
Robocop 3	16 99
Robo Sport	19 99
Rock Star Ate My Hamster	4 99
Rome AD 9 *	16.99
R Type 2	16 99
Second Surami *	16 99
Secret al Monkey Island (1 Meg)	16 99
Secret Monkey Island 2	**24.99**
Sensible Soccer	**16.99**
Sensible Soccer 1.1	16 99
Shadow Lands	**19.99**
Shadow of Beast 3	19 99
Shadow Warriors	6 99
Shadow Worlds*	17 99
Shinobi	8 99
Shoot Em Up Con Kit	8 99
Shuttle	**19.99**
Silent Service 2 (1 Meg)	22.99
Silkworm	8 99
Silly Putty	16 99
Sim City+Populous	19 99
Sim Earth*	22.99
Space Crusade	16 99
Special Forces	22.99
Strategy Masters*	20 99
Street Fighter 2 *	**19.99**
Strider	6 99
Striker (1 Meg)	16 99
Strip Poker 2 + Data	6 99
Stunt Car Racer	6 99
Super Fighter	17 99
Super Hang On	6 99
Super Tetris	16.99
Switchblade	6.99
Switchblade 2	8 99
Team Yankee	19 99
Team Yankee 2 (1 Meg)	19 99
Teenage Mutant Turtles 2	16 99
Terminator 2	16 99
The Immortal (1 Meg)	8 99
The Manager	**19.99**
Their Finest Hour (1 Meg)	19 99
Thunderhawk	19 99
Titus The Fox	16 99
Top League	20 99
Troddlers	16 99
Turbo Challenge	8 99
Turbo Challenge 2.	16 99
Turbo Challenge 3.	16 99
Turbo Outrun	6.99
Turrican 2	9.99
TV Sports Baseball *	19 99
Ultima 6 (1 Meg)	19 99
Utopia + Data Disk	19 99
Voyager	6 99
Wing Commander (1 Meg)	22.99
Wizball	6 99
Wizkid	16 99
Zool	16 99

SPECIAL OFFERS

Kick Off 2 1 Meg	9.99
Kick Off 2 1/2 Meg	7.99
Kick Off 2 Final Whistle	7.99
Kick Off 2 Gaints Of Europe	7.99
Kick Off 2 Return To Europe	7.99
Kick Off 2 Winning Tactics	5.99
Shadow Of Beast 2	9.99
The Kristal	4.99
Wild Wheels	4.99
Mercenary 3	9.99
Dizzy Panic	6.99
Popeye 2	5.99
Thunderstrike	6.99
Seymour Goes To Hollywood	6.99

EDUCATIONAL

The Three Bears (5-10)	13.99
Magic Maths (4-5)	13.99
Maths Mania (8-12)	13.99
Junior Typist (5-10)	10.99
Better Spelling (8-10)	13.99
Better Maths (12-16)	13.99
Fun School 2 (6-8)	6.99
Fun School 2 (+8)	6.99
Fun School (U6)	6.99
Fun School 3 (5-7)	16.99
Fun School 3 (U7)	16.99
Fun School 3 (U5)	16.99
Fun School 4 (5-7)	16.99
Fun School 4 (7-11)	16.99
Fun School 4 (U5)	16.99

JUNIOR ADVENTURE

A christmas, carol scrooge +8	13 99
Robin Hood 8+	13 99
The Wind in The Willows	13.99
The Wizzard Of Oz +6	13.99

BLANK DISKS

TDK Or Maxwell

10 x 3.5" - £7.99
20 x 3.5" - £14.50
50 x 3.5" - £35.00
100 x 3.5" - £44.99

PRECISION - BOXED

10 x 3.5 - 6.49
20 x 3.5 - 11.99
50 x 3.5 - 26.00

UNBRANDED - LOOSE

10 x 3.5 - 5.99
20 x 3.5 - 10.99
50 x 3.5 - 23.99
100 x 3.5 - 44.99

RECYCLED - LOOSE

10 x 3.5 - 4.50
20 x 3.5 - 8.50
50 x 3.5 - 16.00
100 x 3.5 - 30.00

AMIGA PD FROM

17-BIT SOFTWARE

TEL 0924 366982

WELL OVER 4000 DISKS! **Why 17-Bit ?** OVER 5 YEARS IN THE BIZ

Probably the largest library in the land!
Fair PD pricing policy!
Fast computerized order system!
Orders dispatched the same day!
Enthusiastic staff always here to help!
Bargain commercial software available!

Newflash 25 - [illegible] with the latest and greatest PD only £6.95 per 3 disk

ORDERING DISKS

We take all major credit cards (including
Switch). Opening hours are:
Monday - Thursday 9AM to 8PM
Friday & Saturday 9AM to 5.30PM
Please make cheques and postal orders
payable to
17-BIT SOFTWARE
The address is
(Dept CU)1st Floor Offices 2/8 Market St
Wakefield WF1 1DH
FAX 0924 200943

[illegible] ONLY £9.99

THE "NON" FORCE

Disks of the month! +2104 Dean's Crunchers
Over 50 of the very best PD crunchers!!!!

DISK PRICES

17-Bit Disks	£1.25
Fish, T-Bag, Amos etc	£1.25
CLR Disks (Single)	£3.50
CLR (2 disk set)	£4.50
CLR (3 disk set)	£4.99
AMFM Magazine	£2.50
AMFM Samples	£2.50

POSTAL RATES
Please add 50p to all disk orders
Please add 75p for software
overseas add 20%

1 FREE DISK WITH EVERY 10 !
3 FREE DISKS WITH EVERY 20 !

THAT BIT BETTER !!!!!

17 BIT SOFTWARE Est. 1988

DEMO DISKS

+2222	Liquid Reflex Demo
+2169	Apocalypse Demo
+2166	Crack Inc BBS Intro
+2161	Silents Velocity
+2125	Reflex Demo
+2122	Razer Revival
+2121	Complex Delerium
+2120	Dark Demon
+2117	Eternal Dreams
+2102	Analog Falling
+2087	Old Bulls Demo
+7066 AB	Silents Expose

SLIDESHOWS

+2242	*Cat Slides*
+2243AB	*Fantasy Pics*
+2233	*Hi Res Pics*
+2132AB	*Sea Fish Slides*
+2128AB	*Indiana Slides*
+2196	*Nam Slides*
+2213	*Final Analysis*
+2215	*Mirage Slides*
+2106	*Comic Slides*
+2108AB	*Waynes World Slides*
+2142AB	*Next Gen Slides*
+2030	*Cry For Dawn (Mega)*
+2029	*Grand Prix Slides*

MUSIC DISKS

+2241	Jarre Mix
+2219	CD Player 2
+2205	Freestyle Music Disk
+2201	Decibel Overlode
+2194	MC Matrix
+2178	Instruments Disk
+2177	Felix Remix
+2168	Aural Illusion
+2164AB	LSD Total Kaos
+2146	Trip To Trumpton Mix
+2138	Yama Hardcore mix
+2099	More Hardcore
+2089	Sesame St Remix
+2083	Phono Bomb Music
+2076	Altered States Music
+2064	Gospel Karaoke
+2063	Harpsichord Music Disk
+2056AB	Take That (WOW!)

EDUCATIONAL

+2262	*WW2 Hyperbook*
+2226	*Pictures + Letters*
+2204	*Fractions (Mega Disks)*
+2072	*Steam Engin*
+2071	*Petrol Engine Aero*
+2070	*Turbine Engin*

DISK MAGAZINES

+2187	Satanic Rights
+2227ABC	Grapevine 1
+2134AB	Grapevine 1
+2043ABC	Grapevine 1
+2118	Dreadlock 3
+2119	Raw Issue 3

ANIMATION DISKS

+2211	*Bonds Last Stand*
+2172	*Dolphin Dreams (Superb*
+2155	*Cyrils*
+2151	*Back From The Beach*
+2116	*Mayhem On Wheels*
+2080	*Gone Go Aer*

THE HOME BUSINESS PACK
700 Amicash, 1450 Text Engine
1400 Cheque Book, 1654
Amibase Pro 2, 1541 600 letters
F485 Anyticalc ONLY £6.00

HOBBITS+SPACESHIPS

From the master of modern Amiga Music comes a brand new experience in CD entertainment. Bjorn A Lynne and Seppo Hurme present their first professional music CD. This is not Amiga Music, it recorded on the latest synth technology. **ONLY £12.99**

SOFTWARE BARGAINS

Zool	£17.99
Beast 2	£12.99
Ninja Warriors	£6.99
Magnetic Scrolls	£10.99
Lotus 3	£17.99
Dune	£19.99
Flight Of the Intruder (Not Plus)	£14.99
Double Dragon	£6.99
Die Hard 2	£8.99
Chrono Quest 2(Not +)	£9.99
Chrono Quest	£9.99
Cadaver	£7.99
Silkworm	£6.99
Pictionary	£7.99
Football Crazy	£12.99
Movie Stars	£9.99
Action2	£8.99
Magnum 4	£9.99
[illegible] Force	£8.99

Clipart Pack
14 Disks crammed with every picture you can imagine.
ONLY £15.00

INSTRUMENTS PACK
15 DISKS, COMPATIBLE WITH MED, PROTRACKER, SOUNDTRACKER OVER 800 INDIVIDUAL INSTRUMENTS. GUITARS, DRUMS YOU NAME IT ONLY £16.00

C-MANUAL
The definitive C - Manual spread over 4 disks, yours for only £5.00 inc P/P

10 GREAT GAMES
SUPERB VALUE! PLAY FACTOR!
Xenon 2
Ferrari
Pro Tennis Tour
Carrier Command
Pick + Pile
Rick Dangerous
Chicago 90
Super Ski
Night Hunter
Satan
ALL THOSE COMMERCIAL TITLES FOR ONLY £12.95

UTILITY DISKS

+2210	*PC <>Amiga (File Changer)*
+2206	*CED C Source Editor*
+2203	*Adventure Creator*
+2202	*Clumpy Icons*
+2198	*North C*
+2190	*Scorpious Mapper*
+2187	*Star Cat 2 (Cat Maker)*
+2175	*+ Issue 14*
+2154	*Address Print*
+2149	*Word Sort*
+2148	*Boot X 5.01*
+2129	*Text Engine 3 4*
+2126	*Money Program (Finance)*
2115	*Nib V2 (Great Copier)*
+2114AB	*Oracle*
+2113	*Custom Icons*
+2112	*Bon Apetite*
+2101	*Fracscope*
+2093	*B+W Picture Converter*
+2091	*Mega Cheats vol 2*
+2082	*Mortgage Calc*
+2068	*Virus Killers*
+2067	*Soundtracker*
+2059	*Dir Master*
+2050	*Order V1 7 (Data Base)*
+2042	*Protracker 2.2*

THE CDTV DEMO DISK
550 MEGS WORTH OF DEMO'S MUSIC, GAMES ALL ON ONE FEATURE PACKED CD
ONLY £19.99

GAMES DISKS

+2228	Roton
+2225	Cricket
+2221	Sky Flyer
+2218	Oblidox
+2209AB	Olempiad
+2207	Escape
+2200	Turbo Thrust
+2197	Act Of War
+2192	Chainsaw Massacre
+2191	Pinball Preview
+2185	Silver Blade
+2184	Metrix
+2176	Crossmaze
+2174	Klektrix
+2173	Assassin preview
+2171	Games comp 30
+2163	Games Galore 12
+2158AB	Fanatic (Shoot em up)
+2156	Top secret
+2147	Verb Quiz
+2141	Othello
+2139	Roulette
+2136	Potato Head
+2130	Airport
+2111	Rescue
+2110	Tank Attack
+2109	Donkey Kong
+2107	Castle rooms
+2105	Games Galore 11
+2100	Trailblazer
+2097	Dr Mario
+2090	Soccer Cards
+2085	Card Games
+2079	Dominoes
+2078	Nester
+2074	Mr Wobbly
+2060	Escape V2

SPACE WARS
The dynamic raytraced video from Tobias Ritcher One of the most stunning pieces of Amigadom there is ("Mr Bun"). Only on VHS High grade video tape
YOURS FOR ONLY £11.99 +75P POSTAGE

THE CDTV FISH COLLECTION
YES IT'S TRUE, ALL 600 FISH DISKS FOR ONLY £19.99 OVER 550 MEGS WORTH OF DATA, THIS WOULD COST WELL OVER £600 IN DISKS FROM ANY MAJOR PD LIBRARY

MAGAZINE REVIEWED DISKS
+1366 Entertainment +Vol2 Including Bounce + Blast "The Game is great stuff" SAID CU AMIGA

+2215. Mirage Slides "One of the most impressive shows I have seen" AMIGA FORMAT

+2211...Bonds Last Stand "A Sure Fire Winner" AMIGA FORMAT

+2119. Omega Race "I Love It, Brilliant!" AMIGA COMPUTING

+2111. Space Rescue 'A Stormer Of A Game' AMIGA COMPUTING

+2113 Clumpy Icons "Very Useful" AMIGA COMPUTING

+2050 Order V1.7 "Useful Database, a Godsend" SAID AMIGA COMPUTING

CLR TITLES (LICENCED)

CLE01(2 disk)	Concepts Dinosaurs
CLE02(2 disk)	Concepts Geology
CLE3(3 disk)	Concepts Solar Sys
CLE4	Colour Pad
CLE5	A-Chord (Guitar Tutor)
CLE6	T.A.M.I
CLE7(2 disk)	Freshwater Fishing
CLE8	Night Sky
CLE9	Words + Ladders
CLU3	Typing Tutor
CLU4	Alphagraph
CLU5	Menu Maker
CLU7	Philo
CLU8(2 disks)	Word Finder +
CLG9	Motor Duel
CLG10	Future Shock
CLG11	All Guns Blazing
CLG12	Bulldozer Bob

AMFM 9 (By Dr Awesome)
The very best musicians disk mag around, Midi Special, Amiga only music, Latest synth reviews
ONLY £2.50 PER ISSUE

ASSASSIN FROM TEAM 17
Mega Arcade action
ONLY £17.99

THE VERY LATEST PD

+2311	*Assassins Utils 3*
+2310	*Assassins Utils 2*
+2309	*Assassins Utils 1*
+2308	*Assassins Boot Utils*
+2307	*Assassins GFX Utils*
+2306	*Assassins Crunchers*
+2305	*Assassins Copiers disk*
+2304	*Kaos Theory*
+2303	*Cack, Spodgr (Crunc here)*
+2302AB	*Road Hog Anim*
+2301	*Hobbits+Spaceships (Sup)*
+2300	*Matchstick man*
+2299	*High Demo*
+2298	*Tearaway Thomas Preview*
+2297	*Shadow Slides*
2296AB	*Friday 13th part 3*
+2295	*Xmas Anim*
+2294	*Dr Who*
+2293	*Shadow Car Slides*
+2292	*Woman*
+2291	*Jim Nasi Acid*
2290	*Account Master*
+2289AB	*Talisman (2 meg anim)*
+2288AB	*Highlander Slides*
+2287AB	*Ghost Slides*
+2286AB	*King Creole*
2285	*Raging Hormone*
+2284	*Eight Stone Out*
2283	*Rave Attack*
+2282	*Club Mix*
+2281	*SCI-FI Movie show*
2280	*Imperial Tunes*
+2279	*Antep*
+2278AB	*Gladiators Slides*
+2277	*Wham 3(Next Gen D base)*
+2276	*Atoms (Game)*
+2275	*Amiga Boy*
+2274	*Silents Demo*
+2273	*Top Of The League*
+2272	*Sanity Slides*
+2270	*Assassins Games Vol 34*
+2269	*Anarchy Demo*
+2268AB	*LSD Techno*
+2266	*Human League*
+2265	*Cashfruit (Game)*
+2264	*Games Compilation*
+2262	*W W 2 Hyper book*
+2261	*Magnum v1 4*
+2260	*Fractal Generator*
+2259	*Games Cheats disk*
+2258	*Rainbow Generator*
+2257	*Jam Anim*
+2256	*Maggie 2*
2255	*LSD Utils 27*
2254	*LSD Utils 26*
+2253	*Intense Ultimate Dance*
+2252	*Decoder*
2251	*D-Copy 3 (Mega)*
+2250AB	*Neighbours Adventure*
+2249	*Football legue editor*
2248	*Amiga Beginners Guide*
+2247	*Legend Of Lothian (RPG)*
2246	*Compugraphic fonts*
+2245	*Mind Games*
2244	*Get Frogged*
+2243AB	*Fantasy Pics*
+2242	*Cat Slides*
+2241	*Rave Attacks*
+2240	*Jarre remix*
+2238	*Nut cracker suit*
+2237	*Lyapunov Generator*
+2235	*Cursor Basic Compiler*
2234AB	*Benchmaster*

A + B IS 2 DISKS (£2.50)

BACKCHAT

Reading writes and writing wrongs, the letters pages are your forum for voicing opinions on the Amiga world. This month's pickings from the postbag have been selected by Steve Prizeman.

TAX DISKS?

I am writing in response to the letter from Carmen Brulez in the November issue of CU Amiga. At the end of this you asked us, your loyal readers, for our views concerning a possible tax on blank disks.

I personally believe that such a tax is a bad idea and certainly wouldn't stop the pirates from copying games at all. Rather than spend £35 or so on a full (original) commercial product they would still buy blank disks (even if they cost a little bit more after taxation) and copy stuff regardless, because it is much cheaper. And once again the pirates selfish greed ensures that everybody else suffers.

What about all those honest users who regularly buy blank disks because they genuinely need them for purposes other than copying software? I am talking about such people as the graphic artist, music maker and avid public domain (PD) swapper. And am I the only wordprocessor user who owns several disks full of files AND backs them up as well? I think not! So you see, it is people like us who, because we use numerous blank disks, will lose out with such a tax.

On a wider scale, PD companies, most 16-bit magazines, and even commercial software houses themselves regularly need to purchase blank disks (albeit in bulk). How will they all cope with such a tax? Will this mean that prices may have to be raised yet again as compensation, so that these companies stay in profit? I could see it being done.

I would like to hear what views the magazines, software developers, and even the pirates have on this subject, which is likely to take up much of the letters pages in future issues of CU Amiga.

Stuart N. Hardy, Sheffield.

With regard to your last point, Stuart, I think you may well be right: software piracy is a subject mentioned in many of the letters to Backchat. On the subject of pirates, I think I can see the Jolly Roger coming into view this very moment...

CRACKED

The great piracy debate rages on and I feel like I need to stick my oar in, as it were. In my area (up north), piracy is alive and well, but not for long, I think.

We know various 'crackers', as we call them, but they don't supply us in the main. We get most of our games from software shops. I know several people who work in chain stores and copy hundreds of games after hours, crack them, and then distribute them freely. When I say we, I mean probably around 40. We keep these games amongst ourselves and if any outsiders who are well known to us pop up we sell them games. Last week, for example, I sold *Panza Kick Boxing* (very old) for no less than £7.

However, piracy will soon be dead. The thrill has gone now it's too easy to break the so-called law. So now we buy games. We have the joy of looking at huge colourful boxes and instructions, yes instructions – a pirate's nightmare. No instructions, no games in many cases. I have begun to sell off my disks cheaply to youngsters as I have too many to keep tidy. You may be wondering how long I've had my Amiga to get so many disks. The answer is not long. I started collecting, copying, selling, etc. long before I obtained an Amiga and found it profitable.

Andy Onymous.

Will these people never get the point? Piracy is illegal. I'm not going to go through all the old arguments about the rights and wrongs of it, I'm sure that you've heard them all before.

The point about instructions is well taken, but the various prayer wheels, trivial pursuit sessions, and Masonic handshakes required to get many games started are clearly still being over-ridden by crackers. For games with a complex set of controls (strategy games and flight sims, for example) it would be naive to suppose reams of photocopies aren't produced as well.

MAJOR MISTAKES

I was impressed by the new A1200, which I read about recently. It certainly seems to be a superb machine but I can see Commodore being turned (once again) into the villain of the piece.

Its marketing strategy hasn't been brilliant, it must be said. The A500+ was plagued with incompatibility problems, was hurriedly phased out (almost overnight) by the A600, and then, out of the blue, this machine's price was slashed by £100. Now, to top it all, the A1200 arrives! If it lives up to its growing reputation as a mega-machine, and if the price is really going to be only £399, I can see this putting the A600 under threat.

Just what must the up-and-coming computer enthusiast do? There are so many machines that they'll have a difficult job knowing which one to choose! Even the existing micro-users are unlikely to trust Commodore any more because, judging by its latest policies, it'll only be a matter of time before yet another, improved, machine is launched. I'm all for progress if it is for the better, but releasing new machines so regularly is surely a bad idea. I just cannot see the point of promoting the A600 Christmas bundles with one breath and then introducing the new A1200 with the next. Commodore isn't living in fear of the latest Atari machine, the Falcon, is it?

S. Hardy, S. Yorks.

As you'll have seen by now, Stuart, the A1200 was profiled in our December issue. At the time of writing the extent to which existing software will be compatible with Commodore's new baby remains unclear.

Commodore estimates that around 60% of existing software will run on the A1200 and A4000 (although not necessarily the same 60%). To be (slightly) more specific, around 35% of current software is expected to run straight-off on the new machines, with a further 25% running once the cache memory is disabled. Professional and applications

SAD EDITOR FAILS TO BRIBE READERS

I am writing in response to Dan Slingsby's Editorial in the October issue of CU Amiga. I believe that it is imperative that the publisher gives Dan a raise based on all the hard work he has done for the magazine.

But, if that is not enough of a reason, please do it so that I may receive a crate of Budweiser (I don't mind American or the 'real' stuff) that Dan promised. This is extremely important as it will help maintain the yin/yang balance in my life (i.e. at the moment I have spent too long sober and need balancing out). Plus, if I get the drink he won't and will therefore be able to work soberly for that much longer. (P.S. I am well over the age of 18.)

S. Mahon, Cardiff.

For those of you a little puzzled by this letter, cast your minds back to October 1992. In that issue Dan wrote, in his Editorial, a request to all our readers to write in to the publisher to tell him how great Dan is and how much he deserves a pay rise. He even offered a crate of Budweiser to the best letter.

Well, it's now three months later and this is the only letter that we have received. Out of over 100,00 readers only one could be bothered to write in! And that's with the incentive of a crate of Bud, as well. What does this show about Dan? Perhaps he's just such a poor Editor and sad man that no one cares about him. Perhaps no one reads the Editorials. Or perhaps everyone thinks Bud is a lousy beer.

We've tried to convince Dan that it is one of the latter explanations, and so far he's gone for it. But, having worked side by side with him for some time now, I'm inclined to go for the sad option...*[and I let them write this drivel – Ed.]*

software should prove more compatible than games; recent titles will probably be okay, on the whole, whereas older ones are considered somewhat of a lottery. Commodore has made it clear, however, that it regards the onus for establishing software compatibility as lying principally with the software houses.

Commodore shouldn't be criticised for updating their machines – after all, the adage 'To stand still is to move backwards' is particularly true when applied to computing. I agree, however, that the rapidity of new releases and their apparently arbitrary pricing can only cause consternation amongst many Amiga users, especially the new ones. Add software incompatibility to this and you're just left with a mess. Some people are getting angry...

CUSTOMERS RIGHTS?

As the saying goes, 'The customer is always right'. Well I wish Commodore would sit up and listen.

I have owned an Amiga 500 for about five years now and have been very happy with it, but I am now looking to upgrade to a newer model. The question I need answering is which model?

The Amiga 500 has been the base model for a few years and Commodore has supported it well and will probably do so for a while yet, but over the last couple of years there have been the A500+, the A600, and also (trying not to forget it) the CDTV. Many people rushed out to buy these machines, but what about the people who bought an A500+ only to find the A600 series not far behind. I bet they didn't think it was funny after wasting FOUR HUNDRED POUNDS on a line which was soon to be discontinued. Similarly, with the A600 a lot of people spent £400 only to find that the price was to be cut by £100 shortly after.

Maybe you think that I am being hard on Commodore, but I am not the only one who believes that we are being ripped off. I have lost my faith in Commodore. how do I know that if I buy a CDTV there won't be a new one around the corner – which is what a lot of rumours are suggesting. So does this mean that the old CDTV will become discontinued (another waste of money!)? When the A4000 came out, with its 256,000 colours on screen I knew that there would be another computer not far behind it – yes, I am talking about the A1200. I am quite sure that this computer will eventually take over from the A600, I mean who wants a computer with, say, 32 colours on screen when you could have 256,000 – which, in turn, is what software developers have been asking for. So a lot of developers will start producing software on the A1200 instead of the A600 because of its better capabilities. I know that the A1200 will sell because our local Dixons has already sold out. I am tempted to buy an A1200, but I am worried that Commodore will then release a better computer not long after. I know that it is impossible to always own the best, as new technology becomes available every day. Firms have to take notice of what their competitors are doing, so they don't get left behind in the race to reach the top, but Commodore is going too far by releasing computer after computer.

It's time that Commodore listened to its customers, as we are the ones keeping it in business, and treated us with the respect we deserve by not ripping us off. Commodore needs to restore our faith by releasing a computer and sticking by it for a while like it did with the A500. Maybe then, and only then, will we trust Commodore and support it.

Garry Abel, Humberston, South Humberside.

SOME MISTAKE?

In November's issue of CU Amiga you said that the Commodore A1200 did not exist. So why are Dixons selling it?

If I am the first to spot it is there a prize on offer?

Mr. P. Liesse, North Vielsey, Lincs.

To answer the second question first – no. And, as for the first question/statement, if you had read your issue correctly Mr. Liesse you would have seen a news item on page 10 stating that the A1200 was due for release shortly.

MARKET PLACE HERO

My opinion on the debate on the future of the Amiga is that it will remain Europe's largest home-use computer for a long while yet. There are just so many good games for it, and much more to come for anyone to kiss it goodbye. If you want a console it would be a real shame to trade your Amiga for it. I've got a Megadrive and a Famicon, but will always keep my Amiga to play *Populous 2* and *Grand Prix*.

The important thing for any computer to do is find its niche in the market. The Spectrum is still selling and being used as it's a great machine – I regret giving mine away. It has found its place in the market, as has the Atari ST with its serious/enthusiast user-base. The Amiga is in a pigeon hole that is well stocked with consoles, against which it competes very well. The only computer that surpasses the Amiga is a high-end PC costing a lot more. PCs

CONSPIRACY THEORY NUMBER 297B

No longer can my anger be withheld. Too long have critically over-generous games mags ignored the practice of games being deliberately engineered to have a pre-set life span. I am not talking about difficulty and number of levels, or skill settings, although these factors are often made redundant by programming cons and cop-outs. Let me elucidate.

In times gone by I have witnessed letters in games mags decrying the lack of saveable high score tables and, therefore, the lack of incentive for continued and worthwhile play. However, today the whole affair has been swept under the rug by mags ignoring the issue and games developers underhandedly undermining the whole concept of playing for scores. 'How?' you may ask. Simple. Most releases nowadays do not even have a score table, thereby dismissing at a stroke the whole issue and showing contempt for 'punters' who in the past have asked, very nicely, for saveable scores, and who have repeatedly been ignored.

The lack of score tables is just a part of a larger conspiracy to rob games players of long term satisfaction: other tactics are not enabling games to loop around when finished, making high score play pointless, not having enough digits in the score area (sometimes even resetting score during play due to lack of said digits), creating score tables that are almost unreadable, giving the player little opportunity to view the score table by making it appear for only seconds or hiding it behind 10 minutes of credits, and also not displaying the top score on screen whilst the game is in progress.

A game needs all these features to truly be a worthwhile purchase. In fact, Japanese console games usually have all these features, but, of course, no saveable scores. Megadrive games in particular suffer from being too easy and lacking in the continual play stakes, a problem that could be cured by simple battery back-ups to store positions and scores. This will never happen because developers do not want people getting long product satisfaction and perhaps not buying as many expensive games.

I would love to purchase a console or handheld, but I never will while the above situation remains. Okay, this may not concern many hoodwinked punters, but many wiser people share my view. It is 1993, and still cannot play decent games how they should be played – for scores. I cannot even use a £60 Datel replay cartridge to freeze games and save scores that way, because developers program in routines stopping cartridge use. Now seeing that this cart will only copy single file games, and considering all commercial software is multiload, and considering that the cart's disk monitor can break in and change credits, sprites, etc, but cannot locate deliberately hidden score tables, it's patently obvious the programmers do not want people playing for and saving scores. I mean, why hide only the score table? Some games even have an on-screen score counter which is of no use at all to the poor misled punter because the very second the final life is lost the score vanishes, never to be seen again. As no score table or even a high score bar exists the player cannot even write down the score as he has no way of knowing what his score was. This phenomenon is too common to be an honest programming mistake. Finally, what about games that allow player positions to be saved, but not scores. Why not? Even saving scores to a blank disk (no virus problems) is virtually unheard of.

I find this an appalling situation in an industry that gets away with customer contempt like no other. Would Ford sell cars with no accelerator to stop drivers reaching high speeds?

My reason for writing is to put across this plea. The points I raise would be relatively simple for programmers to implement whilst developing their games, as they make sure it cannot be done by people like me once a game is finished and on the shelves. If this plea falls on deaf ears, then programmers hear this: 'Bog off and don't expect me or others to fund your unrealistic and obsessed industry any more.'

One last comment. I would pay up to £40 for an Amiga version of *Parasol Stars* containing all the features I mentioned, as I would then get value for money, unlike the version currently available. To all concerned, please take note when childishly complaining about piracy, etc., price is not always to blame.

Mr M.A. Andrews, Manchester.

This is a real letter. Incredible, isn't it?! Surely the point about playing a game is that you play it for the challenge. Saving a high score is secondary to this. Mr Andrews must be very sad indeed if he craves attention so badly he needs to see his name up in lights on a high score table. As for the comment about Ford and accelerators, you're missing the point there too. The absence of a high score table does not stop you achieving one nor getting futher in the game than ever before. What a maroon!

Educational Software

The Connoisseur's Choice

If you are looking for software to help with the National Curriculum, then look no further. Our new free catalogue is packed with programs suitable for all ages from six to adult on a wide range of educational and leisure subjects.

Subjects now available include ...

Maths
French
German
Spanish
Italian
Science
Geography
History
English Words
Spelling
Arithmetic
Football
Sport
First Aid
General Knowledge
England
Scotland
Natural History

- *Available for most home & business computers*
- *Best-selling programs with superb reviews*
- *Ask your dealer or use our 24 hour mail order service*
- *Many programs allow you to add your own lessons*
- *Enjoy learning from your computer*

Write or telephone for our new FREE 16-page colour brochure of Educational and Leisure software (Please state computer type)

Kosmos Software Ltd, FREEPOST (no stamp needed)
DUNSTABLE, Beds. LU5 6BR
Telephone 0525 873942 or 875406

VISA

ORION PD

89p

FREE DISKS ORDER
5-10 get 1 free
11+ get 2 free

Dept CU3
14 Ouston Close
Wardley
Gateshead
Tyne & Wear
NE10 8DZ
Tel: 091-4385021

UTILITIES
U00[illegible] D-COPY V3 + [illegible] copier
U005 [illegible] + PC-Amiga transfer
U006 AMIGA FOR DTP + [illegible]
U0[illegible] DISK LABEL DESIGNER + good
U01+ OPTI UTILITIES II + lots of utilities
U012 LABEL BASE V3 + database
U013 TEXTPLUS V3.0e + the best w/p
U0[illegible] DISK SALVAGE + recovers files
U01[illegible] RED DEVILS UTILITIES + great
U016 NUKE v1.5a + virus killer
U01[illegible] NEW SUPER KILLERS + get it
U021 PRINTER UTILITIES + essential
U027 WORLD DATA BANK V2.3+ maps
U0[illegible] A64 EMULATOR V2.0 + great
U0[illegible] LABEL MAKER V1.5+ colour labels
U0[illegible]/35 PAGESETTER Clip Art (5) +
U040 AMIBASE PRO II + great database
U04+ DOS HELP + CLI help
U042 TYPING TUTOR + improves typing
U0[illegible] PROFESSIONAL D-COPY v3.0
U044 CASSETTE LABELLER + great
U04[illegible] POOLS PREDICTOR + feel lucky?
U047 FONTS DISK I + more fonts
U05[illegible] AMIGA DISK COPIERS essential
U05+ SUPERSPELL + [illegible] words
U064 SUPERDUPER V2.01 + copier
U071 ICONS + hundreds of icons
U073 GELIGNITE FONTS 3 + get it
U074 MULTIPLAYER + music player
U079 ICON EDITOR + [illegible] editor
U081 ADOC + Amiga help utility
U082 PROTRACKER V2.0 essential
U083 CARTOON BRUSHES + great
U08[illegible] FREE COPY V1.3 + copier
U087 SPELL CHECK V1.3 + New
U08[illegible] ZX SPECTRUM EMULATOR
U0[illegible] TEXT ENGINE V3.A + simple WP
U09[illegible] POOLS TOOLS + pools help
U09[illegible] BUCS V1.10 + beer [illegible]
U09[illegible] TEXTRA V1.12 + WP new version
U0[illegible] JOURNAL HOME ACCOUNTS +
U0[illegible] BUSINESS CARD DESIGNER +
U10[illegible] AMIGA TUTORIAL + essential
U10[illegible] ANIMATION STUDIO + great
U1[illegible] FINDEX + simple database
U1[illegible] FILEOFAX + the filofax organizer
U114 DISK MAGAZINE CREATOR +
U11[illegible] EMULATORS COMPILATION
U117 [illegible] BUSINESS LETTERS +
U12[illegible] MAGNETIC PAGES V1.3 +
U122 TALKING COLOURING BOOK +
U1[illegible] A-GENE V4.18 + genealogy prog
U13[illegible] FORMS REALLY UNLIMITED +
U13[illegible] PC TASK + great PC emulator
U14[illegible] ARC V1.5[illegible] + [illegible] sequencer
U141 VIDEO MUSIC BOX DEMO +
U14[illegible] CALORIEBASE + calorie counter
U14[illegible] SONIC ARRANGER DEMO -
U147 DIRECTORY OPUS DEMO +
U14[illegible] AMIBACK + hard disk utility
U150 JCGRAPH DEMO + draw 3D graph
U154 REORG + disk optimiser
U1[illegible] SATTRACK + satellite tracking prog
U1[illegible] ZOOM V5.4 + disk archiver
U1[illegible] LE NAG WB2 event reminder
U15[illegible] DISK PRINT V3.51 + label printer
U15[illegible] BONAPPETIT V1 [illegible] + recipe book
U1[illegible] PROFESSIONAL C MANUAL
U1[illegible] PRINTER DRIVERS epson & star
U1[illegible] TYPOGRAPHER + font editor
U17[illegible] BOOTX V4[illegible] [illegible] WB1.3
U172 POWER PLAYER V3.0 +
U173 CROSS MAZE V+.0a + cross word
U176 IMAGE II V8.0 + database program
U177 TKED + text editor. Reads PP files
U178 TEXTPLUS 4.0 WB2 H/D required
U1[illegible] IQ TESTER + test your own IQ
U1[illegible] TV GRAPHICS (2)+ backdrops
U1[illegible] ADOBE TYPE 1 FONTS (5)
U[illegible] PRO DEMO MAKER
U222 VIDEO II [illegible] utilities
U[illegible] FONT EDITOR
U[illegible]/227 DRAW MAP V4.1+ (2) 1.5Mb
U22[illegible] VCR V1.1 + video [illegible]
U229 DISK MATE V2 + + [illegible] copier
U23[illegible] HAMLAB DEMO V2.08 +
U2[illegible] VERTEX V+ [illegible] + 3D object editor
U2[illegible] [illegible] + [illegible] board [illegible]

ANIMATION
A011 JUGGLER +
A01[illegible] NEWTON CHAIR +
A013/18 AGATRON ANIM PACK (6) +
A0[illegible]/26 NEWTEK (2)
A0[illegible] SCANNER HORROR (3)
A0[illegible] STAR TREK
A0[illegible] RAIDERS ANIMATION +U

DEMOS
D0[illegible] RAY OF HOPE 2 great megademo
D021 ALPHA OMEGA + [illegible]
D022 VOYAGE + superb effects
D023 INDIANAPOLIS 500 + racing demo
D0[illegible] ODYSSEY 1U (5) + Excellent
D0[illegible] FILLET THE FISH + similar to [illegible]
D05/06 HARD WIRED (2)

GAMES
G00[illegible] GAMES COMPILATION 3 +
G004 GAMES COMPILATION 4 +
G017 3D BREAKOUT +
G01[illegible] BALLOONACY +
G0[illegible] HYPERBALL +
G027 FRUIT MACHINE +
G03[illegible] RING WAR +
G0[illegible] [illegible]BUSTER +
G03[illegible] DIPLOMACY +
G0[illegible] C64 GAMES (3) needs U0[illegible]
G04[illegible] INTREPID +
G044 CATACOMB +
G054 2-PLAYER SOCCER LEAGUE +
G04[illegible] FORMULA 1 CHALLENGE V3 +
G0[illegible] RESCUE +
G06[illegible] CRYPTOKING +
G071 ETERNAL ROME +
G072 [illegible] + [illegible] simulator
G074 REFLEX TEST +
G07[illegible] DIVISION + Educational
G077 COUNTING + Educational
G078 ADVENTURE +
G0[illegible] MORIA V5.4 +

DEJA VU
DEJA VU LICENSED SOFTWARE IN STOCK NOW. CURRENTLY UP TO DISK 1+7 DEJA VU DISKS £3.[illegible]

FRED FISH
WE STOCK THE LATEST FISH DISKS IN OUR LIBRARY (UP TO 700+) FROM AS LITTLE AS [illegible]p A DISK

T-BAG
ALL T-BAG DISKS IN STOCK NOW

CATALOGUE DISK
75p includes games & utilities

PRICES

1-5 DISKS	£1.25
6-19 DISKS	[illegible]p
20+ DISKS	[illegible]p

POSTAGE

UK ORDERS	75p
EUROPE	£2.00
WORLD	£4.00

HOW TO ORDER
Please make cheques with bankers card number or postal orders payable to "ORION PD"
All orders despatched 1st class same day
+ – A500+/A600 compatible ( )– Number of disks
WB2 = This program is only WB2.04 compatible

SPECIAL PACKS

BUSINESS PACK 1 +	Contains 5 disks	£4.[illegible]
BUSINESS PACK 2 +	A further 5 disks	£4.[illegible]
UTILITIES PACK 1+	Contains 5 disks	£4.[illegible]
FONTS PACK 1 +	Contains 3 disks	£2.[illegible]
CLIP ART PACK 1 +	Contains 5 disks	£4.[illegible]
CLIP ART PACK 2 +	Contains 5 disks	£4.[illegible]
GAMES PACK 1 +	5 disks - 30 games	£4.[illegible]
GAMES PACK 2 +	5 disks - 30 games	£4.[illegible]

GO WEST

Mail Order

AMIGA SOFTWARE 35% OFF

SOFTWARE & HARDWARE SPECIALIST IN AMIGA, ATARI, SEGA, NINTENDO & STAR PRINTERS

100 cap 3.5" Disc Box......................£4.99
50 cap 3.5" Disc Box lockable £3.99
25 cap 3.5" Disc Box lockable £2.99
Mouse Mats Normally £4.99 ....Our price £1.99
A600+ 10 FREE games (games vary from time to time) £299.99

Cheques payable to: Westman Computers.

3 BREWHOUSE YARD,
GRAVESEND
KENT, DA12 2EJ
TEL: 0474 535266.

Ring for P.P. Prices

don't have clever graphics or sound chips but rely on the fast processor clock speed to do these fancy functions without slowing down

CDTV is an expensive failure, while CD storage is exciting Commodore (if it is to survive) would need to develop a PC (bearing the Amiga name) with Amiga custom hardware and graphics/sound chips and a combination of floppy, hard and CD storage It's up to Commodore (and Atari) to produce the next big home computer, or they will lose out to the consoles

The only other possible future for the Amiga is with the programmers of games that are more than just platforms and shoot 'em ups – leave those to the consoles and bring us more of Microprose, EA and Bullfrog

Lawrence Sinderson, Crayford, Kent.

DOWN UNDER

I own an Amiga 500+ and I think it's a great all round machine, but I've got to admit it doesn't come close to a 486 S-VGA PC (which is flicker free I hasten to add)

The Amiga's sound is great and rivals even the best souped-up 486 with a sound card but that's where it ends. The Amiga's 32/64 on-screen colours do seem rubbish compared to the whopping 256 of the PC. So what if we have HAM – I've never seen a commercial game taking advantage of it, have you?

Now lets take a look at the Amiga's CPU, the 68000 running at 7 14 MHz – wow! Compare this to a 486 racing along at anything from about 33 MHz to 50 MHz which makes the 68000 look like a Lada with its brakes on, even the Amiga 3000 seems a bit slow

Commodore had better get its act together and quick Hey Commodore, why don't you get your backside off the chair listen to the consumer for once, and do something about our dying machine? It seems that the Amiga is about to become obsolete and is three quarters of the way to Silicon Heaven The Amiga could easily make it to the top once again but it's going to be hard work for Commodore and I wouldn't like to be in their shoes if the PC makes it to the finishing line first

James Wilson, Adelaide, Australia

I think obituaries for the Amiga are far too premature, James – 'Rumours of its death have been greatly exaggerated' (to paraphrase Mark Twain). Bear in mind a warning Lawrence Sinderson (see above) added to the end of his letter:

Don't let people tell you the Amiga is dead – ever heard of self-fulfilling prophecies? These people come from America where the Amiga is an uncommon machine losing out to PCs and Apple Macs.

Evidently they can be found in Australia as well. Not everyone is impressed by PCs, however...

GREEN WITH ENVY

The main reason I am writing is the increasing number of letters you are receiving about the so-called PC threat I have three friends who own Amigas two with 386s and one with a 486 All of us consider games to be our main use of our computers.

I invited the guys with IBMs over to my house and showed them the following games: *Monkey 2*, *Project X*, *Lotus 1* and *2*, the demo of *Zool*, a few top demos and another bunch of cool games Two hours of constant playing later and already their faces were green with envy They couldn't believe that *Monkey 2* was running in just 32 colours Needless to say *Lotus 2* and *Project X* left them speechless, and almost at the point of passing out They felt like they just poured £2,000 down the toilet!

To come to my point. The day that you can obtain software of this calibre on a cheap PC (i e around £800) will be the day I throw away my Amiga and buy a PC NOT! By that time we would probably be playing with the latest Amiga 10000 with 200 Mb disks, plus CD-ROM, plus 64 bit ultra true colour and resolutions too high for the eye etc etc

Jack Sukker, Amman, Jordan.

SAD AD

I have just seen the new advert that Commodore are running as part of the Christmas campaign. What a disappointment!

The guy in the advert makes Amiga-users look like a bunch of boring dorks (check out his joystick technique). I hate to say it, but the Nintendo and Sega adverts are much more interesting and eye-catching

All I can say is at least Atari haven't produced a better advert. We want an advert worthy of the Amiga

Kirsten Gillespie, Glasgow

Personally, I don't think that it's too bad. It's hard to convey all the elements that an Amiga is capable of handling.

BEAT THAT

I am a fan of Gamesmaster on Channel 4 I was wondering whether there are any plans for a computer game based on the TV series. Players could take the part of Dominik Diamond as he presents the show It could be an adventure game where Dominik has to get from one end of the show to another without making a mistake He would have to face loads of kids and beat them all up and stop all those game journos from spouting a load of rubbish!

D. Diamond, London.

What a joker.

CREDIT WHERE IT'S DUE

After reading the November edition of your (excellent) magazine, and the write-up on the CDTV demo collection, I thought I'd get in touch with Almathera.

I phoned on a Monday afternoon, about three o'clock, to see if the price of £19.95 included postage and packing. Not only did it, but they took my name and address and promised to send me the above-mentioned disk and the Fred Fish PD disk as well. Amazingly, Almathera wanted no monies, but instead asked me to send a cheque when I received the goods Even more astounding was the arrival of the disks the very next day

I would like to thank Almathera not only for its super-quick service, but also for the trust it puts in its customers.

P.S. The disks are excellent as well.

Mr A. M. Miller, Matlock, Derbyshire.

CREDIT DUE, TWO

I would just like to tell readers what a great service 17-Bit Software give. I send my orders on Monday and receive my disks on Wednesday. With my orders I usually send some questions, every single one of which gets answered. Also, on its catalogue disks, unlike many other PD libraries who shall remain nameless, it says whether or not the disk is worth buying (unlike the 'nameless ones' who recommend every disk in their libraries just so you'll buy them) Long live 17 Bit!

Stuart Sadler, Heworth, Yorkshire.

Here at CU we occasionally receive complaints about firms which give poor service, so it's great to hear of companies going out of their way to help customers. It's equally pleasing to know those customers are prepared to take the trouble to thank people who do a good job for them. A little effort, a little gratitude – see, the world's a better place already!

INSENSIBLE SOCCER

Firstly, congratulations on what I consider to be a superior magazine. I have been buying CU Amiga for nearly two years, and am pleased to say that the changes you have made to it have thus far been for the better Well done – you can count on my support in the future.

Now to my reason for writing. I recently purchased *Sensible Soccer*, and must say it is a superb game which I really do enjoy playing. What I would like to know, however, is why can I beat every single team except one? The team to which I refer is England. Now, as far as I can see, all other teams appear to be judged about right, i.e. when I play Malta or another nation not renowned for football I win comfortably. Likewise when I play Germany I rarely win. This is understandable since Germany are, to all intents and purposes, world champions.

If the performances of teams were based on recent events and games, then surely England would not be that good as they have been far from successful lately. Were England made one of the toughest teams purposely, or is it just me? I am willing to accept the latter as I am not that good at the game, but it does seem strange that *Sensible* seems to be a trifle biased. I would be interested to hear any comments you have on the subject.

Michael J. Pope, Newport, Gwent.

Sick as a parrot to hear any suggestion of improper intervention from the touchline. I spoke to Renegade, the publishers of *Sensible Soccer*. They explained that although England is one of the toughest teams in *Sensible* there are others with potentially equal ability. Your strategy and positioning of star players are major factors in determining success or failure. The Renegade team, footy fans themselves, point out that soccer has more to do with emotion than sold analysis – it's a funny old game, and there are no absolutes when trying to predict results.

If you have any views concerning the Amiga which you would like to share with CU and its readers write to

BACKCHAT, CU AMIGA
PRIORY COURT
30-32 FARRINGDON LANE
LONDON EC1R 3AU.

K.G. Leisure....

Telephone Orders/Enquiries

0225 466532

Mon - Sat

AMIGA Specialists

FREE DELIVERY on ALL UK & BFPO Orders (1ST CLASS POST)

Access VISA

The Games Room

. the largest room!...

Games Marked * Signifies New Release. If you can't see the game you want listed here please phone for price / availability.

1st Division Manager	£7 99
*3D Construction Kit 2	£36 99
Addams Family	£18 99
Air Bucks	£21 50
*Air Support	£19 99
AMOS Professional	£54 99
Another World	£19 99
Aquatic Games	£19 99
*Arsenal The Computer Game	£18.99
Ashes of Empire	£29 99
Assassin	£18.99
*A Train	£TBA
*B17 Flying Fortress	£T BA
*BAT 2	£22 50
Battle Isle Data Disk 1	£15 99
Bitmap Bros Collection Vol 1	£19 99
Blues Brothers	£9 99
*Bug Bomber	£18 99
Caesar	£21 50
Campaign	£26 99
Captain Dynamo	£7 99
Carl Lewis Challenge	£18 99
Castles	£21 50
Centurion	£9 99
*Chaos Engine	£TBA
Civilization	£26 99
CJ in the USA	£7 99
Combat Classics	£24 99
Cool World	£18 99
Count Duckula	£7 99
Crazy Cars 3	£18.99
*Creatures	£18 99
D-Generation	£15 99
Deluxe Strip Poker 2 (Sale)	£9 99
Dizzy's Excellent Adventures	£18.99
Dizzy's Prince of the Yolk Folk	£7 99
Doodlebug	£18 99
Dream Team	£18 99
Dungeon Master + Chaos	£22.50
Dune	£21 99
Dynablasters	£21 50
Easy Amos	£26 99
*Elite 2	£TBA
Elvira 2	£26 99
Euro Championship Football	£18 99
Eye of the Beholder 1	£22 50
Eye of the Beholder 1 Clue Book	£7 99
Eye of the Beholder 2	£26 99
Eye of the Beholder 2 Clue Book	£9 99
F15 Strike Eagle 2	£26 99
[illegible]	[illegible]
F19 Stealth Fighter	£23 99
Falcon	£12 79
Falling Jewels (Sale)	£9 99
Fascination	£21 50
Fire Force	£18.99
Fire and Ice	£16.99
First Samurai + Mega Lo Mania	£21 50
Flight of the Intruder	£12.99
Flight Simulator 2	£26 99
Flimbo's Quest	£9 99
Formula 1 Grand Prix	£26 99
*Gem X	£7 99
Ghouls N Ghosts	£7 99
Goblins	£18.99
Graham Taylor	£18 99
*Gunship 2000	£26.99
Harlequin	£18 99
Head over Heels	£7 99
Hero Quest Double Pack	£22 50
Hook	£18 99
*Humans	£21 50
IK+	£7 99
James Pond	£7 99
Jaguar XJ220	£18.99
John Madden Football	£19 99
Jimmy White's Whirlwind Snooker	£21 99
Kick Off 2 (1 Meg)	£17 99
*Kick Off 3	£18 99
Kick Off 2 Return to Europe	£7 99
Kick Off 2 Giants of Europe	£7 99
Kick Off 2 Final Whistle	£9 99
Kick Off 2 Winning Tactics	£7 99
Knightmare + Clue Book	£22.50
Kwik Snax	£7 99
Leeds Utd	£18 99
Legend + Clue Book	£22 50
Lemmings Double Pack	£22.50
Links (Hard Disk Only)	£27 99
Liverpool Football Game	£18.99
Lotus Esprit Turbo	£9 99
Lotus Ultimate Challenge	£16.99
Lure of the Temptress	£21 50
Match of the Day	£18.99
Magic Land Dizzy	£7 99
*Magic Worlds	£19 99
Man Utd-Europe	£18 99
Microprose Golf	£26.99
Monkey Island 1	£19 99
Monkey Island 2	£27 99
Monkey Island 2 Clue Book	£9 99
Nigel Mansell's World Champ/ship	£21 50
Oh No More Lemmings	£19 99
Pang	£7 99
Panza Kick Boxing	£9 99
Paperboy 2	£18.99
Parasol Stars	£18 99
PGA Tour Golf + Course Disk	£22.50
Pinball Dreams	£18 99
Pinball Fantasies	£21 50
Pool	£T.BA
Populous 1	£9 99
Populous 2	£21 50
Populous 2 Challenge Games	£11 99
Populous 2 + Challenge Games	£26 99
Powermonger	£21 50
Powermonger Clue Book	£7 50
Powermonger WW1 Data Disk	£11 99
Project X	£19 99
Pro Tennis Tour 1	£7 99
Pro Tennis Tour 2	£18 99
Premiere	£18 99
Push Over	£18 99
Putty	£18 99
Rainbow Islands	£7 99
Rampart	£18 99
Robocod	£18.99
Road Rash	£19 99
Rome	£21 50
*Sabre Team	£18 99
*Scrabble (US Gold)	£TBA
Sensible Soccer v1 1	£18 99
Seymour Hollywood	£7 99
Shadow Worlds	£18 99
Shapes and Colours	£7 99
Shoot Em Up Construction Kit	£9 99
*Shuttle	£T.BA
Silent Service 2	£26 99
Sim Ant	£26 99
Sim City Future Arch	£9 99
Sim City Ancient Arch	£9 99
Sim City Terrain Editor	£9 99
Simpsons	£18 99
Sooty and Sweep	£7 99
Spellbound Dizzy	£7 99
*Street Fighter 2	£TBA
Striker	£18.99
Strip Poker 2 + Data Disk	£7 99
Stunt Car Racer	£7 99
Super Monaco Grand Prix	£9 99
SWIV	£9 99
Titus the Fox	£18.99
Treasure Island Dizzy	£4.99
Troddlers	£18.99
*TV Sports Baseball	£12 99
*TV Sports Boxing	£12 99
Ultima 6	£15 99
Utopia Data Disk	£11 99
Vikings	£18 99
Virus Checker (PD)	£2 50
Vroom	£18 99
*Vroom Data Disk	£13 99
*Ween	£21 50
*WWF 2	£18.99
Wizkid	[illegible]
Worldclass Leaderboard	£8.99
Zool	£18.99
*Zyconix	£18.99

The Library

lots of books on the shelves!

Amiga DOS Manual - Bantam (3rd Edition)	£21 50
Amiga For Beginners	£13 99
Amiga Machine Language	£14 99
Hardware Ref Manual 2nd Edition (WB 1 3)	£14 99
Kids and the Amiga (2nd Edition)	£14 99
Mastering Amiga Beginners	£18 99
Mastering Amiga Assembler	£23 99
Mastering Amiga C	£19 99
Mastering Amiga DOS 2 Vol 1 (Revised Edition)	£21 50
Mastering Amiga DOS 2 Vol 2 (Revised Edition)	£18 99
Mastering Amiga Printers	£18 99
Mastering Amiga Systems	£29 99
Mastering Amiga Workbench	£19 99
ROM Kernal Devices (3rd Edition)	£23.99
ROM Kernal - Includes & AutoDocs (3rd Edition)	£32.99
ROM Kernal Libs (3rd Edition)	£32.99
Using AREXX	£28 99

The Storage Room

space for everyone here!.

A500 + 1 Meg Memory Expansion	£35 99
TDK Branded High Quality 3 5" DSDD Blank Disks Boxes of 10 with labels	£9 49
Unbranded Disks 3 5" DSDD (with labels)	59p each
Null Modem Lead - Used for 2 player games like Populous and Powermonger etc	Only £9 99
MAC 11 Disk Backup System (Few only left) was £49 99	Now only £27 50
APE-X Disk Backup System (NEW Supersedes MAC 11)	£32 99

The Office

useful programs for busy people

AMOS Professional	£54 99
Cash Book Controller + Final Accounts Combined	£59.99
Deluxe Paint 4	£69 99
Digi Calc (Spread Sheet)	£26.99
Devpac v2 (SALE)	£34 99
Devpac v3	£59 99
Final Copy 2	£89 99
Home Accounts 1.	£24.99
Home Accounts 2.	£39 99
Mailshot Plus (Label Printer)	£39 99
Protext v5 5	£109 99
System 3 (Stock, Cashflow, Invoicing)	£44 99
System 3E (Extended Version of above)	£59 99
Techno Mouse (Micro Switches)	£14 99
TechnoSound Turbo	£32 99
Wo[illegible] 1.3 (Includes S[illegible]dsheet + Databaseprogs)	£99 99
Wordworth v2 (Digita's latest Word Processor)	£99 99

The Small Print Room

All items subject to availability
Credit Card orders debited only on day of despatch. Please allow sufficient time for Cheque clearance.
All prices are subject to variation without notice especially New Releases.
PHONE FIRST E & O.E

(Dept CU),
6 Chandler Close,
Weston, BATH BA1 4EG

The Post Room

Please make Cheques/PO's payable to "K G Leisure" First Class Postage & Packing is included in above Prices. (U.K only) Europe add £2.50 per item. Elsewhere add £5.00 per item. You can order using your credit card, by telephone or sending the following details to us at our address

Card No   Exp Date

Name (on card)

Address

CLUB CALL

Lending a helping hand to Amiga users everywhere, CU is happy to support established computer clubs using our favourite family of machines. If your club wants to spread the word about its activities and get some free publicity in the process, drop us a line.

AMIGA C CLUB

TULEVAGEN 22, 181 41 LIDINGO,
SWEDEN.

With almost 200 members worldwide, this well-established Swedish club is one that C programmers cannot afford to miss. As its name suggests, the club's principal aim is to help Amiga users with the 'C' programming language, although the 37 countries in which it has registered members practically form an A to Z – from Argentina and Australia to Uruguay and the USA (including, of course, the UK).

Collecting information for the Amiga C Encyclopedia (which is being improved constantly), the Amiga C Club (ACC) ensures that its registered members are informed of the updates, and can obtain the latest version for just the cost of disks, postage, and packing. Encyclopedia V3.0 has recently been completed, and is aimed specifically at C programmers who want to write programs compatible with Dos 1.2 and 1.3. This is handy for C programmers because, although most parts of the C Encyclopedia are available in shareware libraries around the world, some important chapters are only available to the club's registered members – information on BOBS, copper lists, graphical tricks, and some 3D routines, for example. The members are also the only people permitted to use parts of the associated manuals in their own programs and articles.

A generous range of benefits may be obtained by registered members, including:

- Two disks, containing the last parts of the encyclopedia, forwarded by first class air mail.
- Updates are made available – the new Dos 2.xx part will soon be on offer.
- Free access to ACC's own bulletin board, dedicated to C programmers. Running on an A2000 with a SupraFax 14,400 bps V32bis, it should provide connections of the highest reliability.
- Pictures may be digitised, whether in colour, or grey scales, using a special colour scanner which reproduces pictures with professional quality.
- Sound effects may also be sampled (in both mono and stereo), which, combined with the information provided by the club, allow the simple addition of sound and graphics to programs.

ACC also helps its members by giving advice, answering questions, correcting programs, designing layouts, and more (as long as it's to do with C on the Amiga). Anders Bjerin, who founded the club three years ago, and still runs it, has six years experience of programming on the Amiga and is the author of several PD games and utilities. Although, as you would expect, ACC charges a membership fee, it is a once and for life payment, rather than an annually renewable sum. Write to Anders at the above address (remembering to include an international reply coupon if writing from outside Sweden) for further details about the club and becoming a member.

AMIGA NETWORK INTERNATIONAL

434 DENBY DALE ROAD EAST, WAKEFIELD, WEST YORKSHIRE WF4 3AE.

With an impressive membership of approximately 200 worldwide, this club of established Amiga users includes professional coders within its ranks. On the serious side of Amiga applications, raytracing is the Network's main interest, whilst the main fun pursuit is role playing games. If you want to find out more about this capable club, contact Philip Turnbull at the address above.

AMIGA VIDEO PRODUCERS GROUP

8 ROCHFORD CLOSE, GRANGE PARK,
SWINDON, WILTSHIRE SN5 6AB.

A brief update: the AVPG has launched a disk based magazine, to appear five times a year. February, April, June, October, and December are the months when it will be released.

BATTY'S PD CLUB

7 DENMARK ROAD, NORTHAMPTON NN1
5QR. TELEPHONE: 0604 22456.

Offering excellent bargains for PD enthusiasts is this young club, formed in Spring last year. Surprised by the high prices charged by some other PD clubs, husband and wife team Ian and Lynn Battison established their own to provide an affordable service to Amiga users, and now have between 70 and 80 members nationwide.

Charging members only 49p per PD disk (35p per blank disk) for orders collected from the club's address, a set charge of 50p for postage and packing is added to mail order purchases – and it stays at 50p regardless of the number of disks you buy! Non members may purchase disks at 79p each (+p&p), but since lifetime membership costs just £3.99, joining is clearly the cheaper option for regular buyers of PD.

Once a member has purchased more than 50 disks, the cost of PD purchases will be reduced to 45p per disk. Batty's also tests its disks for compatibility on the 500, 500+, 600, and 1200, so you needn't remain in the dark about whether or not PD you buy will work on your machine – just check when ordering. Batty's also sells the 'Assassins' games compilations to members at £15.99, and non members at £21.99.

If you want to expand your PD collection, contact Ian or Lynn.

BEAT ARTISTS

60 KNIGHTON CHURCH ROAD, LEICESTER LE2 3JH.

A new disk mag to hit your Amigas, Beat Artists deserves to attract readers in numbers matching the effort put into it. Over 300 man hours of work were devoted to cramming the disk to its full capacity!

Whilst Beat Artists may not bring anything revolutionary to the disk mag genre, what it does it does well, and with a certain style (they've even gone to the trouble of designing an animated pointer – very nifty). The usual fare is served in the form of reviews (games, an animation, a utility and a piece of music) and hints and tips (only four). Readers' letters and advertisements are planned for inclusion in future issues, although that obviously depends upon the response it gets. More interesting are articles reviewing a couple of classic games (*Elite* by Firebird, and Microprose's *Formula One Grand Prix*). There is also a short piece comparing and contrasting the percentage marks awarded to games by CU and its rival Amiga magazines.

More than this, however, Beat Artists includes four programs providing, between them, both usefulness and entertainment. Not one, but two games are featured. *Jumper*, by J. Rose, is quite a playable *Frogger* clone – as I sent my Kermit lookalike to play on the motorway I was transported to the dim and distant past when I played the original on the C64. *Cracker* is a code-breaking game by Gary Mayhew. It is effectively an Amiga version of the Mastermind board game, in which the player has to deduce th arrangement of four coloured markers within a set number of attempts. It's as exciting as it sounds and is pleasant enough if you like that sort of thing.

An atmospheric tune, composed on *OctaMED V3.00*, with vaguely 'Je t'aime' style breathy effects, forms the musical content and is certainly worth listening to. On the practical side of things, Virus Checker V6.05 by John Veldthuis is included on the disks – a program which can deal with a prodigiou number of coded nasties.

There is even a jokes page, but, although the sampled laughter chuckled away while it loaded, couldn't get the screen to scroll so that I could actually read the jokes. Maybe that was just me, but I'm not so sure.

Beat Artists, in short, is a well presented disk mag which has made a creditable debut and is worth checking out. I'm not sure how competitive the £2.50 cover price is, but I wouldn't begrudge it to them – you can judge for yourself. Contact the editor, Martin Kloos, at the above address if you're interested.

(0533) 718191

9am - 5pm

We will match any genuine price!

DEAL DIRECT

(0533) 718191

9am - 5pm

24 HOUR HOTLINE AVAILABLE: 0533 471485

Minimum order for free delivery is £15.00. All orders under £15 add £3 p&p.

'FUTURE COMPUTING' INCORPORATING **'BITS & BYTES 2'**
62C LONDON ROAD, OADBY, LEICESTER

3.5" DISKS BULK PACK	10	30	50	100	200
3.5" DSDD 1MB 880K JVC/TDK/SONY	**3.99**	**11.00**	**17.99**	**34.00**	**66.00**
3.5" HIGH DENSITY JAPANESE 2 MEG	8 99	26.00	42.50	62.95	119 00
3.5" DSDD BRANDED SONY/3M/TDK	7.50	22.40	39.99	79.00	149.00
3.5" DSDD BRANDED PRECISION	5.99	16.50	25.00	46.00	89 00

	1	2	3
3.5" 5 HOLDER STORAGE BOX · NEW IMPORT	**.75**	**1.40**	**1.80**
3 5" 12 HOLDER PLASTIC EXTRA STRONG SLIMPAK FLIPTOP	1 00	1 80	2 50
3 5" 15 HOLDER DATAFILE FAN OPEN	3 00	-	-
3.5" 40/50 HOLDER LOCKABLE 2 KEYS & DIVIDERS	**3.50**	**5.60**	**9.30**
3.5" 80/100 HOLDER LOCKABLE 2 KEYS & DIVIDERS	3 99	7 8	11 50
3.5" 120/140 HOLDER LOCKABLE 2 KEYS & DIVIDERS	**4.99**	**8.99**	**12.99**
3.5" 94 HOLDER LOCKABLE STACKABLE BANX	8 90	17 00	24 00
3.5" 150/160 HOLDER LOCKABLE · NEW PRODUCT	**5.99**	**11.50**	**16.50**
3 5" & 5.25" 150 HOLDER LOCKING STACKING POSSO BOX	15 50	30 00	44 00

3.5" DISK LABELS	**4 COLOUR**	**SINGLE COLOUR**	**TRACTOR FEED**
10" 3.5" LABELS	.50	.30	.50
1000" 3.5" LABELS	6.99	5.99	8.99

COPY CLIP - ADJUSTABLE COPY HOLDER · ATTACHES TO MONITOR 3.50
3", 3.5" & 5.25" DISK CLEANING KIT WITH FLUID 1.50
6mm 8mm 11mm TOP QUALITY ANTISTATIC MOUSE MAT 1.50 1.99 2.50

PRINTER STAND 80 COLUMN 1 PIECE SAFETY COATED WITH TRAY 7.89

14"-18" SWIVEL MONITOR STAND	8.99	**DESKTOP COPY HOLDER**	6.99
2 PIECE PRINTER STAND	4.99	MOUSE HOUSE WITH STICKY PAD	1.99
COPYHOLDER ADJ ARM 80 COLUMN	9.99	FURRY MOUSE COVER	1.99

ALL RIBBONS ARE BRANDED AND HAVE A LONGER THAN AVERAGE PRINT LIFE

AMSTRAD DMP 2000/2160	1.99	**AMSTRAD 9512 FN**	1.99
CITIZEN SWIFT 24	3.50	CITIZEN 120D 180E	2 99
BROTHER M1009, 1109	2 50	CANON PW 1080 A	2 99
EPSON MX/FX 100, 1000	2 50	EPSON LX/LQ 800 LQ 500	1 99
EPSON FX/LQ 1000 LQ 1050	2 50	EPSON MX/FX/RX/NX80	2.50
NEC P2200	2 99	PANASONIC KXP 1081/90	2.50
PANASONIC KXP 1124	2 99	SHINWA CP 80/LEGEND 808	3 50
STAR LC24/10	2.50	**STAR LC10 COLOUR**	5.50

ALL AMIGAS CONTAIN CPU, TV MODULATOR, WORKBENCH V.2, ALL LEADS REQ'D

AMIGA 600 BASIC PACK **AMIGA 600 HD - EVERYTHING IN BASIC PACK PLUS 20 MB HARD DISK**	**426.99**
AMIGA 600 "THE WEIRD, THE WILD AND THE WICKED" INCLUDES DPAINT III, GRAND PRIX, PUTTY, PUSHOVER AND JOYSTICK	**319.99**
AMIGA 600 "LANGUAGE LAB EPIC PACK" INCLUDES DPAINT III, EPIC, MYTH, ROME, JOYSTICK & 20MB HARD DISK	**459.00**
PHILLIPS CM 8833 MARK II MEDIUM RESOLUTION COLOUR MONITOR, STEREO SOUND OUTPUT WITH LEAD FOR AMIGA 500/500 PLUS/600/1200	239.99
AMIGA 3.5" 880K ZYDEC EXTERNAL DRIVE WITH CITIZEN MECHANISM	**52.99**
AMIGA INTERNAL REPLACEMENT DRIVE DIRECT DROP IN REPLACEMENT	45.00
AMIGA 1½ MB UPGRADE UNPOPULATED INC. LEAD TO GARY	29.90
AMIGA 500 PLUS 1MB RAM UPGRADE POPULATED TO 512KB	**39.99**

A500 1/2MB NO CLOCK 16 CHIP	**16.95**	**ZYDEC 4 CHIP**	**23.99**
A500 1/2MB NO CLOCK 16 CHIP	**19.95**	**ZYDEC 4 CHIP**	**26.99**
AMIGA 600 1MB UPGRADE	39.99	AMIGA 600 ROM SHARER	19 99
AMIGA 500 PLUS ROM SHARER	19 99	KICKSTART 1 3 ROM	32.00
ZYFI TWIN SPEAKERS	**32.95**	**NULL MODEM LEAD · AMIGA TO AMIGA**	**9.99**
ZYDEC MOUSE · 300 DPI	**17.90**	**AMIGA A500/A600 & ST DUST COVER**	**1.99**
AMIGA TRACKBALL	**27.99**	**AMIGA HANDY SCANNER**	**94.99**
4 PLAYER JOYSTICK ADAPTOR	2.99	3 METRE JOYSTICK/MOUSE EXTN	2 50
PRINTER DUST COVER 80 COL	2 50	132 COLUMN · STAR CITIZEN ETC	2.99
TWIN JOYSTIC EXTN LEAD	2 50	TV AERIAL LEAD	1.99

AMIGA 500 / 500 PLUS / 600 KICKSTART 2 04 CHIP	39 89
AMIGA POWER SUPPLY 30% MORE POWER - DRIVES MORE DISK DRIVES	**38.99**
AMIGA 500 REPLACEMENT MOUSE PROTEUS TOP QUALITY 300 DPI	8 98
STAR LC-10, LC-20, LC-24/10, LC-24/20,LC-200,SWIFT 9 COVERS	1.99
PHILLIPS MK1 & 2 MONITOR COVERS FOR COLOUR MONITORS	**2.99**

AMIGA AUTO SENSOR MOUSE & 2 JOYSTICKS SWITCHER UNIT 9.99
AMIGA 500 TWIN SWITCHABLE MOUSE & JOYSTICK INTERFACE NO NEED TO
KEEP SWAPPING LEADS. THIS UNIT IS MANUFACTURED FOR US TO A VERY
HIGH STANDARD AND WOULD NORMALLY RETAIL AT **13.99** OUR PRICE: **5.99**

JOYSTICKS	EACH		EACH
COMPETITION PRO 5000	**10.49**	**QUICKSHOT MAVERICK 128**	**11.49**
COMPETITION PRO EXTRA	12.00	QUICKSHOT 129N SPACEAGE	8.49
CRUISER JOYSTICK MULTI/BLUE	9 49	QUICKSHOT 131 BASIC MODEL	29 49
QUICKSHOT III TURBO 130F	9 49	TERMINATOR JOYSTICK	11.49
QUICKSHOT 127 INFRARED	29 49	ZIPSTICK SUPER PRO	9 00
QUICKSHOT 128 ARCADE	**18.49**	**ZIPSTICK SUPER PRO AUTOFIRE**	**9.49**

GOT A DESKJET 500 OR A CANON BJ-10/ex? WANT TO PRINT IN COLOUR?
OR JUST COST LESS TO RUN? REFILL AND COLOUR CARTRIDGES AS LOW AS 13.50
AMIGA 1200 - BRAND NEW! FULL ADVERTISED PACK 385.00

GIBRALTAR AMIGA USERS CLUB

CLUB SECRETARY, PAUL JENNINGS, 7 LIME TREE LODGE, MONTAGU GARDENS, GIBRALTAR.

Established over two years ago by several Amiga users dissatisfied with the lack of after sales support for their favourite machine (is that a uniquely Gibraltarian problem, I wonder . ?), this club has developed a useful range of services for its members. Evolving from monthly meetings at which Amiga news and know-how was exchanged, the club now provides a PD library of more than 650 disks, a collection of Amiga related books and videos, hardware (such as a sound sampler) which may be borrowed, monthly newsletters, magazine disks, tutorials on AmigaDos, AMOS, etc, special offers on Amiga accessories, and help with, for example, Amiga repairs.

The Gibraltar Amiga Users Club continues to hold monthly meetings at the John Mackintosh Hall, which feature talks, games competitions, and software demonstrations. The public are welcome to attend these meetings and details of them may be obtained from the club's chairman.

One major event is held on a yearly basis by the club – the Annual Gibraltar Amiga Exhibition, a three-day show featuring varied exhibits relating to the Amiga, with contributions being made by both hard and software companies around the globe. It is, in fact, the only Amiga exhibition in the south of Spain. The event also includes two games competitions and an art and animation competition. The next show will not take place for at least five months, but certainly sounds worth waiting for if you're a local Amiga fan.

The club is able to cater for Spanish-speaking Amiga users as well as English-speaking ones. Annual membership costs £9 for adults and £6 for students, although there is no charge for people living outside Gibraltar who wish to contact the club to buy or exchange PD software, or establish contacts with Amiga-using pen-friends.

HEREFORD AMIGA GROUP

ALMR COTTAGE, ALLENSMORE, HEREFORD HR2 9AT.

For those of you still trying to get in touch with this club, featured in the October edition of CU, please note the corrected postcode above – and don't jump to conclusions, it wasn't our fault it was wrong the first time! New from the Hereford Amiga Group (HAG) is its booklet, 'Cheaters Guide to Amiga Games', which features more than 320 cheats for many popular games. It is available to you unsporting win at all-costs types (whilst stocks last) for £3 50, exclusively from the HAG, although the club is seeking other outlets.

INDEPENDENT COMMODORE PRODUCTS USERS GROUP

P.O. BOX 1309, LONDON, N2 2UT.
TELEPHONE: DA1 346 0050.

In existence for 14 years, the ICPUG is a well-established organisation whose most visible presence is its well-produced newsletter. With almost 100 pages per issue, the bimonthly magazines provide information on the C64 and PCs as well as the Amiga. Features on CDTV and heartrending articles such as 'The Day my Hard Disk Crashed', extensive coverage of programming and applications, reviews of hard and software, news, and readers' letters are all included.

Though not a club in the way that most groups featured on these pages are, many of ICPUG's widespread members have formed local clubs which meet and discuss their computers in the usual fashion. An extensive PD library is available to members, numbering 1,100 disks for the Amiga alone.

A special end of year subscription offer may still be snapped-up if you're quick, the September/October issue (containing the articles mentioned above) and the November/December edition are available for £7. A full year's membership (including subscription to the newsletter), to begin in 1993, will cost £21 for UK residents, £25 for those of you elsewhere in Europe, and £35 for anyone outside Europe. All enquiries regarding membership of ICPUG should be directed to the Membership Secretary, Jack Cohen, at the above address.

MEGAMIGAMANIACS

P.O. BOX 3721A, CHEMPET 7442, CAPE TOWN, REPUBLIC OF SOUTH AFRICA.

With a membership about 30 strong, this South African club deals with a wide variety of subjects interesting to the Amiga buff, from DTP to Assembler programming (Devpack and MasterSeka). Informal discussions and demo competitions are held regularly, and a monthly disk magazine is distributed to the members.

Access to framegrabbers, digitisers and laser printers can be arranged at the group's Cape Town club house, for only a nominal fee. PD disks (Fred Fish) are also available. The knowledgeable members include several who have designed and built their own hard drive interfaces and memory expansion boards!

New members, from anywhere in the world, are welcome. No membership fee is required, only the cost of receiving the disk mag. For further details contact the club president, Nick Oliver.

NUMERO UNO

DILLON EYRE, 21 BURSTALL HILL, BRIDLINGTON, NORTH HUMBERSIDE YO16 RNP.

Covering all parts of Great Britain, this is a small group which issues a bi-monthly newsletter to members (the membership fee is £3 50 per annum). It is currently establishing a PD service for members which will cost £1 a time (to cover copying, postage, and packing expenses) as well as the provision of a disk by the member. 'We are not interested in making money, just having fun', they say. Any profits go into the club funds, saving-up for a new printer, ribbons, and stationery.

To get further details you don't even have to send them an SAE – they'll settle for a first class stamp on its own. If you want to swap PD with the club, please note they made a special point of mentioning that they aren't interested in hardcore or nudists!!!

SOFTSWAP-CDTV

TYN LLIOIART, GLANDWR, BARMOUTH, GWYNEDD LLA2 1TQ. TELEPHONE: 0341 2R1160.

Boldly going where few have gone before is this club geared towards the CDTV. Not only does this group provide advice about the often neglected machine, but, as its name suggests, Softswap provides a swapping service for CDTV CDs.

A fee of £5 per swap is charged, most of the money raised being re-invested in the club for purchasing new CDs and funding a newsletter planned for the near future – a printer needs to be purchased before that will be up and running. CDs are posted recorded delivery, so swappers should be able to rest assured that everything sent out will arrive. There are no cons, hidden costs, or membership fees, I am assured! The titles available include *Falcon* and *Trivial Pursuit*, the latter a large and enjoyable version of everyone's favourite quiz game, which comes over very well on the CDTV format.

For advice, or to set up a swap, speak to Chris, the club organiser, on the phone number given earlier. Please note that Chris doesn't want games or money to be sent to him without a swap being arranged first.

YOUR AMIGA CLUB (YAC)

THE OLD CHAPEL, CHURCH ROAD, CATSFIELD, BATTLE, SUSSEX TN33 9DP.

With a membership of 45 (or 90 if you include people covered by family memberships), this club, located in the Hastings area, offers a wide variety of services. Members receive a disk-based magazine, issued every two months, containing articles, pictures, games, cheats and, usually, PD utilities. A PD library stocks more than 1,000 disks, sold to members for 75p each, and for which an on-disk catalogue is available. Tutorial classes on AMOS, CLI, AmigaBASIC, wordprocessing, databases, spreadsheets and art packages are organised by the group periodically, and helplines provide advice on Amiga problems. YAC has links with MAD, an organisation that provides discounts on computer products, through which it obtains hardware and software at prices below some of the best deals advertised elsewhere.

Venues vary for the club's monthly social evenings, although the games room of the Whitefriars pub (Priory Road, Hastings) is frequently the setting. Annual membership costs £10 for individuals and £12 for families. Details of the club may be obtained from the above address.

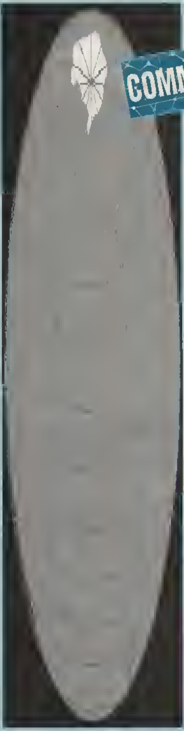
CALLING ALL GEORDIES!

Club Call has received a number of enquiries from readers in the Tyne and Wear area requesting information about clubs in their neck of the woods. If you run an Amiga club in the north east don't hide your light under a bushel, let us know what you're up to. Ho wey the lads!

GET IN TOUCH!

IF YOU WANT TO LEAD YOUR AMIGA-ORIENTATED ASSOCIATION INTO CLUB COUNTRY, SEND ITS DETAILS TO: STEVE PRIZEMAN, CLUB CALL, CU AMIGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

IF YOU WRITE TO ANY OF THE GROUPS FEATURED IN CLUB CALL, AND REQUIRE A REPLY, PLEASE HELP THEM CUT COSTS BY ENCLOSING A STAMPED SELF-ADDRESSED ENVELOPE (OR AN INTERNATIONAL REPLY COUPON IF CONTACTING OVERSEAS CLUBS).



It's a small world – especially when you have a modem to help you talk to thousands of Amiga owners the world over. John Armitage finds that if you've always wanted to be a radio HAM but don't know any Morse Code, this is the next best thing.

GETTING

AMAZING WORLD

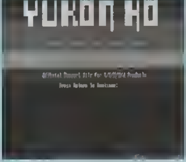
Comms is an amazing thing, and one of the most amazing things about it is that more people don't make use of it. A quick flick through CU Amiga demonstrates that a decent modem can now be bought for about £80 – not much more than an external floppy disk drive.

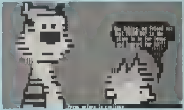
The benefits of connecting your computer to the telephone network are too numerous to mention and if you are still not convinced that you should at least give comms a go, ask someone who has tried it and you will be.

I know that when I first started logging on to Bulletin Boards one of the main worries was about getting a huge telephone bill for my trouble. I soon discovered that by using a computer to do all the talking, it was actually cheaper to keep track of the time I spent lining Iain Valence's pocket. Most comms software will keep an accurate record of the time your computer spends on line, so with a bit of self-discipline you won't be facing disconnection.

Most Bulletin Board Systems (BBSs) are free which means your only expense is the telephone bill. Some larger systems, for example CIX – looked at in the November issue – charge for their services. Don't worry about accidentally incurring a bill when logging onto a system for the first time as you'll be warned long in advance. You'll also be asked to give your credit card details, which is a bit of a giveaway that something expensive is about to happen.

This month I have logged onto a local BBS for a look at what's available. At least, the board is local if you live in Northern Ireland. There aren't many boards in this part of the world, and those there are rarely get a mention – hopefully this mention will start to even things out. Remember that calling Belfast is just like calling any other large UK city – it doesn't necessarily cost the same as dialling America. Also note that the current BT special offer means that if you call on Sunday evening it costs the same as dialling your mate's house next door. I discovered that this 'local' board gets calls from as far away as Hong Kong and New Zealand – the reason being that it's a very good board.





The first screen you'll see when you log onto Yukon Ho! (Hobbes is the one on the left, Calvin on the right)

YUKON HO!

This 'Calvin and Hobbes' influenced board has been run by sysop Mark Kerr for three years and is currently running on an 25Mhz 386 PC with a 660Mb hard drive. Although originally Amiga-based the board was moved over to a PC simply to run the best bulletin board software available at the time. From the user's point of view, the choice of host system is irrelevant – it's ease of use and facilities that count.

Six hundred users can't be wrong, and that's how many log in regularly to this system. About 50% of them are PC owners, 40% Amiga owners and the rest Mac and ST owners. Apparently, the Amiga owners are amongst the worst offenders in the upload/download ratios, so let's try to get ourselves a better reputation, ok?

JUST THE FACTS, MA'AM

- Yukon Ho! BBS Belfast, N. Ireland, telephone 0232 768163
- Time: 24 hours a day
- MODEM: All speeds from 1200/75 to MNP level5 HST
- ANSI graphics supported
- Large Amiga file section
- Part of the Fidonet system

ON BOARD

PD FOR FREE

One of the most common reasons for logging onto a BBS is to get hold of PD software, and Yukon Ho! has almost 30Mb of Amiga specific files just waiting for your modem to access. There are hundreds of sound modules and even more picture files, so many in fact that they have to be sorted into categories. For example in the Personality section you'll find high quality pictures of everyone from the sysop to Judy Garland.

The Amiga file section is well used, and contains a very up-to-date selection of files. It's worth logging on just to see what software is available, and it is also a heck of a lot quicker than posting a cheque off to a library.

When Mark the sysop gets his CD-ROM system up and running, he'll have many more files available for downloading. If enough Amiga owners ask he'll be only too happy to get some Amiga specific disks. I can't help but think that Althemera System's PD disk is going to be hot property amongst sysops.

LOGGING ON

At your first session, you'll be asked the usual barrage of questions – name, telephone number, what computer you are using, your chosen password and so on. You'll then be granted immediate access to the board and file areas, although you will be given a 30 minute time limit to start with.

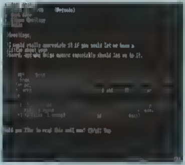
Your personal security rating can be improved by acting as a responsible citizen – the more you participate, the more you will be able to do.

Finding your way around the board is simply a matter of picking options from a menu, and you'll feel at home very quickly. Remember that the BBS host system must work with as many computers as possible, so don't expect any fancy Amiga style intuition gadgets or menus. Nevertheless, with any halfway decent comms software you can enjoy the colour screens and pictures provided by the ANSI standard.

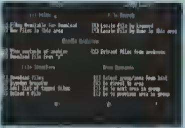
GLOBAL LINKING

If you want to know how to talk to people on the other side of the world for next to nothing, the answer is to use a BBS. Yukon Ho! is part of the vast FidoNet system, which consists of thousands of BBS' all networked to pass messages between themselves. Late at night, the boards start talking and will pass on any messages between themselves. Hopefully you'll soon be able to find a CU Amiga conference, so you'll be able to pass your messages directly to the staff of your favourite magazine for only a local call to your own nearest BBS.

Yukon Ho! is run as a hobby, not a business. Making use of its facilities is entirely free, and will remain so if Mark gets his way. Of course, donations are always welcome, so if you have any spare cash, computer hardware or software lying around doing nothing, it will be made good use of at Yukon Ho! The BBS also doubles as a traditional PD/shareware library – if you want some software you are more than welcome to send disks and return postage instead of downloading it all. ➾



The main facilities of Yukon Ho! are particularly easy to use. Soon you'll be chatting away to people all over the world!



From the file menu you can access more PD software than you could shake a floppy at, and all for free!

HOW TO SAVE MONEY

1. Only use the MODEM at BT's cheap rate. The cheap rate operates from 6pm to 8am during weekdays, and all weekend.

2. If BT have any special offers, for example country-wide local rates on Sunday evenings, make use of them – even if it means postponing your session.

3. Buy the fastest modem you can afford. A 1200 baud modem will take at least twice as long to download a file as a 2400 baud modem and so on. It won't take long for a faster modem to pay for itself. Make sure 2400 is the very minimum your modem will handle – any slower is a waste of money.

4a. Always prepare your mail messages in advance. By using the upload ASCII text option of most comms software, you'll save valuable time which would be wasted writing on-line.

4b. Use an Off-line Mail Reader, such as AQUICK. This will bundle up all your mail, download it to you in archived format and then allow you to view and add replies later, when you are not on line. The next time you log-in, you simply upload a file containing the replies. This can save a considerable amount of time.

5. Use archives whenever possible. Programs such as 'LHa', 'arc' and 'zoo' will squash data, thus saving time and money when you are uploading or downloading files.

6. Use someone else's telephone! If you are a student at college, make enquiries about getting access to the JANET system – there is a very large PD software library available for downloading.

NEXT MONTH

As the comms world continues [illegible] pace we'll keep you up to date o[illegible]pening Boards.

Next month we'll be back with another in-depth look at a specific Board. Our experts will voice their opinions on the best around, giving you the power to choose.

It's one thing to create an audio masterpiece on your Amiga, but what happens when you want it played to someone outside your circle of Amiga-owning mates? Tony Horgan suggests some techniques to help you get the best out of recording on a budget.

JUST

GET IT TAPED

If you've ever tried recording music from your Amiga, you were probably rather disappointed with the results. Getting a soundtrack onto tape from the computer is simple enough – just plug a couple of phono leads from the audio-outs of the Amiga to the CD input on your hi-fi, select CD and press record on the tape. However, once you play the tape back again, two problems will unfortunately become apparent.

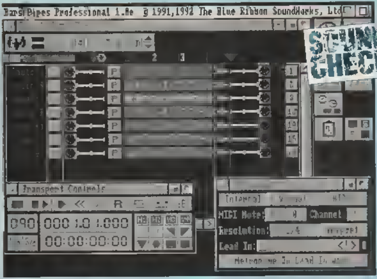
First of all, half the sounds are panned 100% to the right, and the others 100% to the left. This isn't too much of a problem usually, but try listening through headphones and you'll have a pair of very sore lugholes. The second problem is the overall sound quality. Analogue recording always introduces some degree of background noise, and in this case it's even more noticeable than usual, because of a poor signal-to-noise ratio. Just as an optimum input volume is essential for good sampling, the same is true for recording to tape.

The Amiga's output is fairly quiet. If you record straight from the Amiga onto tape, the volume level is only about half of what it should be. This means that when you play back your recording you need to turn up the volume more than you would otherwise, and in doing so you also turn up the background noise.

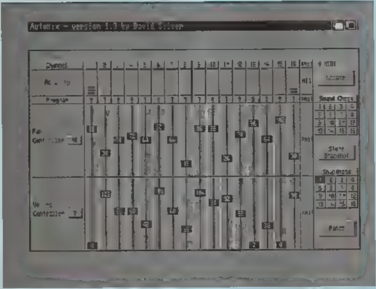
BASS BOOST

Sorting out these two problems should be your initial concern, but without any extra hardware there's not much you can do about either of them. However, even if you're on a tight budget, there are a number of options open. The cheapest is to get a Sound Enhancer, which will boost your Amiga's output, and give you control over the treble and bass levels. It won't solve your stereo panning troubles, though.

If you want to go one better you could invest in a simple DJ mixer. Tandy do a wide range of these, from the most basic no-frills models, to those with graphic equalizers, pan pots, VU meters and cross-fade sliders. Around £60 to £80 should get you a small console with stereo panners, and enough inputs for a modest sampling and MIDI set



Before you start recording to tape, make sure everything is how you want it at the sequencing stage, with all the relative volumes set correctly. In an ideal world, you shouldn't need to touch the mixing controls on your tape machine

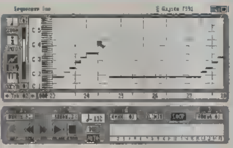


Even if you have the luxury of MIDI-controlled mixing in your sequencer, you'll still need a real mixer to combine your samples and MIDI-generated sounds.

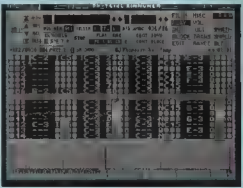
A MASS OF FX

In the October issue's Sound Check, I mentioned that "Strangely enough, I can't remember coming across a sampler that can put reverb on a sample." What should turn up in the post but a copy of *AMAS 2* from Microdeal (Tel: 0726 68020), which in fact can put reverb on a sample, so there.

Talking of Microdeal, they've got what could be a sampler's dream come true, due to hit the streets very soon. *Clarity* will finally bring the Amiga out of the doldrums of 8-bit sampling, elevating it to CD quality professional standard 16-bit recording! So if, like me, you were disappointed by Commodore's refusal to update the Amiga's sound chip in their new machines, fret no more! We'll have a review of this potentially awesome piece of hardware in the next issue. Can you wait a whole month? I'm not sure I can!



If your track needs some variety, try remixing it by dropping out certain tracks, stripping it down and building it up again.



For more spontaneous remixing, use *MED*'s track-toggling features controlled from the numeric keypad.

FOR THE RECORD

up. Remember, you'll still have to record on your hi-fi tape deck though.

For the more ambitious, there's the lure of the four track cassette recorder. These start at around £200 for the most basic models, such as the Tascam Porta 03. For that you can expect to record from two sources (the Amiga counts as two, because of the two outputs), and pan them across the stereo image. You can then do the same on the two remaining tracks. For another £50 or so, you can hope for more inputs and a better mixing section with bass and treble equalization (EQ). Something like the Fostex X-26 will do very nicely. If you're running Amiga samples and stereo MIDI music simultaneously, you'll have to go for one with at least four inputs.

SLIGHTLY RIPPLED...

Before you start messing around with the EQ controls, take a little time to get your samples EQed as best as possible from within your sample editor or *MED*. The idea is to keep everything as clear as possible at every stage. Once you're happy that you've got the best clarity from the Amiga end of things, hook it all up through your recording set-up.

We'll presume the relative levels of all the sounds coming from your MIDI instrument have already been set in the sequencer. Plug your keyboard into the mixer section and adjust the faders so that there's the right balance between samples and MIDI sounds. While we're in the mixer, adjust the panning of the two Amiga channels to about 20% on either side. That way you'll keep some of the width, whilst making it comfortable for headphone listeners.

It's odds on that the samples will still need a bit of treble EQ, so now's the time to give them a little tweak in the mixer. Play the tune, and make any other adjustments that seem necessary. Once you're happy you can get on with recording it.

WITH A FLAT UNDERSIDE

Choice of tape is very important. There are loads to choose from, and they all have different frequency responses. Some tapes tend to emphasize the bass, but muffle the treble. Others tend to veer in the opposite direction. The same can be said for mixers and tape decks, so it's just a matter of experimentation. For example, I find that TDK MA 60 tapes give the best results from my X-26 four-track, although even that needs a bit of a bass boost.

Before recording for real, make a short test recording at the end of the tape. Even though your VU meters are telling you the volume is perfect and the EQ sounds just right, after recording you may find that some of the treble has been lost or the signal was actually a bit too loud, which would cause it to distort on the tape. By making a brief test take at the end of the tape, you keep the start of the tape fresh for the main recording and get some idea of the characteristics of the tape you're using. Once you're happy with your mixer and EQ settings, simply wind back to the start and begin recording.

If you're recording onto a four-track, record first onto track four, with a metronome count-in for a few bars at the start. You can then record an overdub of Amiga samples onto track three, doubling your available sample channels to eight. Synchronise the overdub by listening to the metronome click on track four, whilst making fine adjustments to the tempo on your sequencer to bring them together. You can then record (bounce) tracks three and four over to one and two, merging the stereo signal slightly on the way. You'll then be able to play the results through any conventional tape deck.

HIT THE DECKS

It's best to have as many extra tape decks (and speaker sets) as you can lay your hands on. Once you've made your recording, you can then try it out on a variety of systems to see how it came out. Set all the graphic equalizer controls to the centre when you're testing out your tape. A good recording shouldn't need any adjustment of the graphic equalizer.

So what happens if it all comes out in a mess? Well, it depends what has gone wrong. If it's too tinny, go back and record it again, with the treble down and perhaps a bit more bass. If it sounds buzzy and distorted, either turn down the bass or the main volume control, and re-record.

Not to be confused are the volumes of bass and treble sounds (kicks and high hats for example), and the amounts of bass and treble EQ. For example, merely pushing the bass up won't emphasise the bass drum particularly well. The low frequencies present in the other sounds in the mix will also be amplified, and although the bass drum will have a bit more wellie, the balance of the mix will have been thrown out. Instead, go back to your sequencer, and amplify the drum from there. With high hats, it's often a good idea to get their level right by turning them down a bit, then boosting them up again with EQ. Be careful not to turn them down too much, though, or you'll lose definition in the sound.

Even if your recording was spot on, you might still find your final mix is rather mushy. One reason for this could be excessive use of reverb or other effects. Some reverb effects can get very 'noisy' if used on the wrong sounds (bass lines for example), which leads to a build up of background hiss. Another reason could just be a bad selection of sounds. It's no good having loads of synth voices that all occupy the same area of the audio spectrum, because they'll all merge into one another. Try to use sounds with different textures, that work on different levels. That way you should still be able to hear everything in the final mix.

MIXING ON THE FLY

After listening to your recording a few times, you might feel it could do with a bit more zest. If so, try re-recording it with some improvised remixing via the mixer controls. Use the faders to drop out the beat, or maybe the chords, or even strip it all down to a single sound right in the middle of the track. You can then bring everything else back in gradually, building it back up to another climax. This can highlight each part of the mix, and revitalise the whole piece. If you're using *MED*, have a go at toggling the tracks on and off with the numeric keypad. And don't forget effects processing, which was covered in the October '92 issue. ✪

If you want to appear in the Sell Out page please call Becky White on this no: 071 972 6700

SELL OUT

The Ultimate Hints 'n' Tips Guide

Be the best and beat the rest.
The most comprehensive playing Guide for Amiga games produced to date Over 1000 individual tips on every type of game Over 90 pages You can't play seriously without it.
All this for only £5 inc. P+P.
Please make cheques payable to:
HAWKESWORTH AGENCIES
Please send cheque or P O to.
13 Street Lane, Bewerley, Pateley Bridge, Harrogate,
North Yorks HG3 5HW.
Includes free copy of new disk magazine
What more could Amiga gamesplayers want?!

WIN! SUPER NINTENDO 0839 03 03 29

WIN! SEGA MEGA DRIVE 0839 44 22 73

WIN! NIKE AIR JORDANS 0839 44 22 74

BIG CASH PRIZES TO BE WON!

MOVIE TRIVIA QUIZ 0839 03 03 5d

BIG MONEY GAME 0839 07 07 4d

WIN £100 IN 2 MINUTES! CASHCADE 0839 03 03 30

WIN £1,000 CASH WITH TELEPHONE BINGO 0839 333 012

21	25	27	28
32	34	35	39
43	44	47	48
51	52	55	57

Calls cost 36p per min cheap rate 48p at other times. Questel PO Box 3000 [illegible]

Amiga contacts wanted. Send lists to Kert, 14 Pheonix Avenue, Mergem, Port Telhot, West Glemergen, SA13 2LS. All letters answered 100%.

PD and Licenseware (A600 Compatible). Send stamp for catalogue: Pathfinder PG, 41 Merton Street, Bingley, West Yorkshire, B61d 4NQ (CU)

A500/A500+/A600 PD From 35p Amiga accessories, unique offers - something for everyone! For free details and disk catalogue whip two stamps off to; Redlew Resources PD, 74 Durban Road, Patchway, Bristol, BS12 5HQ. Best deals for overseas customers, send 2 blank disks.

PD Power. Quality Public Domain Software - just 80p per disk. Send SAE For full catalogue. Immediate reply guaranteed. Write to either: P1, 52 Court Road, South Norwood, Surrey, SE28 46N, or: P2, 530 Davidson Road, Croydon, Surrey, CRQ dGH.

Sheildsoft PD [Amiga]. All disks 50 - 80 pence inc free catalogue disk. Personal service at all times. Free membership. 13 Churton Road, Rhyl, Clwyd. Or Telephone 0745 343044.

Gamer-Link! The pen-pal club for Gamers! Free swap service. SAE to 28 Churchfield, Ware, Herts, SG12 0EP. For full Details.

Wanted: Amiga Contacts all over the world, Islamic PD. Send list and disk: A.A, PO Box 17635, Fax d226636 Doha-Qatar

PD from as little as 50p-80p. 1000's of title. For our new catalogue and demo just send £1 or send blank disk and SAE to M. Darby, 7 Ash Grove, Shirebrook, Mansfield, NG20 dQA.

Amiga Original Software for sale including:- Zeol, Caesar, Robosport, Chaos Engine, Firetorce, Putty, Pinball Fantasies, & many more. + RPG & Flight Simulators. Send SAE for price list to: Jason, Ivy Cottage, Chapel Road, Beaumont, Clacton, Essex, CB1d 0AR.

"Texas Chainsaw Massacre" ['sickest PD Game in existence' - Amiga Computing] Plus "Baby Splat" the outrageous follow up. On one disk £3.50. Only from Bryan Turnock, 53 Grenville Avenue, Stanley, County Durham, 6Hd 8JJ.

Amiga PD Contacts wanted. Write to Graham, 10 Lonsdale Street, Workington, Cumbria, CA14 2YG. 300+ Disks! 101% Reply guaranteed!

Amiga Contacts Wanted to swap, sell or buy games. Send list to: T Edginton, 06 Glen Park Drive, Hesketh Bank, Preston, PR4 dTA. Or telephone 0772 S14424.

KTS PD Software Amiga 500/+ All disks 80p each inclusive. Send SAE for catalogue to KTS PD, 75 The Dries, Rochford, Essex. S54 1GG. Or Tel 0702 542536.

Amiga Genuine Software. Original boxes and manuals. Titles include: Lemmings, Gods, Heimdall, Thunderhawk, First Samurai, Monkey Island II. Plus many more including AMOS. Please phone Mike on 0706 373263 Any time.

Amiga Contacts wanted! Send lists and disks to Johan Hultgree, Fortunau. 21, 352 43, Vaxio, Sweden.

Horror Slideshows. Exorcist, Cannibal Ferox, Cannibal Holocaust, Aliens - special edition, Evil Dead 1 & 2, Thing, Alien - Widescreen, Texas Chainsaw Massacre. All titles 2 Disks, 2 Drives. Amiga + compatible. £3.00 each + 60p P&P. K. Howell, 54 Callin Rd, Brislington, Bristol SS4 3S6

Cheats for over 500 games, covering over d5 pages, only £4 including P&P! Alex Barley, 80 George Street, Maulden, Bedfordshire MK45200.

Amiga New! New two disk mag. Games - Art - Programming - Music samples - Reviews only £2.50 including P&P. Asgard Software, 20 Langdale Drive, Flanshaw, Wakefield, West Yorkshire.

Please can I have an Ad in Sell Out

I enclose cheque / P.O. for £ ....

Name ....

Address ....

....

....

Total number of words ....

Post to: Ad Dept, CU Amiga, Priory Court, Farringdon Lane, London EC1R 3AU

Lineage 30p per word @ private individuals - 20 words min 40 words maximum. 40p per word to trade 20 words min - 40 words maximum Semi-display £15 for S.C.C. Ring 071 972 6700 All classified & Semi-display advertising is pre-payable. All classified ads are subject to space availability. WARNING It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through our classified section are genuine tapes, disks or cartridges bought from shops or by mail order from software houses.

NEXT MONTH

LIAR'S CORNER

Okay so we lied (again) It was a hoax. You didn't really think we'd stop including a Next Month page in the magazine, did you?! What fools you are There's nothing we like better than making things up on the spare of the moment and telling outrageous lies about how next month's issue is going to be the best yet. But, as part of our new year resolutions, we've promised not to tell any more fibs, so here's what you'll get for your £3.95 in the scintillating, sexy, soaraway February issue of the world's best Amiga mag

AMIGA WORKSHOP GETS REVAMP

Yes, those good old Blues Pages are no more. We've already changed the name, and this issue we change the content From now on, Amiga Workshop will be crammed full of step-by-step tutorials, guides and projects, each one designed to help you get the most out of your Amiga In addition, there will be specific columns aimed at programmers, musicians, comms users *D Paint* artists and more besides As well as all that lot, there'll also be regulars such as Backchat Bookshelf Points of View and Q&A

PLUS! FREE 32-PAGE VIDEO SPECIAL

Everyone's got access to a video camera these days, so we've commissioned an extra special 32-page guide detailing how an Amiga can help spruce up your dull and dreary home videos. From camera reviews and techniques to genlocks, digitisers and special effects, we'll show you how to transform your family videos into Hollywood-style extravaganzas.

GET SERIOUS

And if it's detailed reviews of all the latest productivity software you're after, then Get Serious is your one-stop review section, detailing all the new releases. Next month, we'll also have a huge educational round-up as well as an update on the A1200 compatibility problem.

GVP'S PHONE PAK

The dawn of a new era in telecommunications. At least, that's what Silica GVP's distributors in the U K. are claiming it is. This new combination of hardware and software packages will turn your phone-line into a galactic network hub with security accessed voice-mail and other complicated things, which will only be explained here, next month If you want to tune into the telecommunications revolution, then this is the place to start

GAMES GAMES GAMES

Our games section is going to get a new lick of paint next month New sections will be added, new columns introduced, and a bigger hints and tips section begun There will also be a whole host of top games up for review, as well as the start of a brilliant in-depth player's guide to *Street Fighter 2* In The Bin finally makes its debut too – the column that speaks out against poor quality software Law suits here we come! And as if that wasn't enough we'll also be taking a look at some of the hot games destined to make an appearance on your Amiga sometime soon

PLUS! 2 WHITE HOT DISKS

Yes, we've done it again With playable demos of Electronic Arts' *Desert Strike* and Team 17's *Body Blows* set to adorn our games disk, we've also lined up a really fantastic utility worth more than £70 Where else can you find such outstanding value-for-money Amiga disks?!

AMIGA PROFILES

If you liked our interview with Tobias Richter this issue stand by for more of the same in the months to come, as we take a look at some of the best work currently being produced on the Amiga

Contents subject to change without notice

CU AMIGA FEBRUARY ISSUE ON SALE 26TH JANUARY 1993

SHAKING THE FOUNDATIONS

Public domain is a vital and thriving part of the Amiga scene, yet there are rumblings afoot which threaten its very foundations. Mat Broomfield gets out his geiger counter to find out what's afoot.

Now we're not ones to say Mat doesn't look his best in the mornings but we think this picture speaks for itself

Q&A

Question What do communism and public domain software have in common? *Answer* They're both great concepts which never seem to work properly in practice!

The public domain circuit serves many purposes, but from the user's point of view there is one main advantage to the system – it's a good way of legally acquiring software on the cheap or for nothing. But how many of us spare a thought for the program's authors? What's in it for them?

WHY DO IT?

Perhaps it would be better if we started by looking at some of the reasons that people spend ages working on a program only to give it to anyone who can spare a disk So far as I can see, there are five main reasons

1 The program is not of a sufficiently high standard to sell commercially

2 The program has no commercial audience (either because it's too obscure too small or has already been done better by someone else)

3 The programmer can't be bothered with the hassle of a commercial release

4 The program wouldn't survive the copyright laws if released for money

5 The programmer is generally good-hearted and does it for the benefit of his fellow man

I'm going to concentrate on the second point The PD market is awash with well-written, nicely presented programs which are just too small and obscure to sell Take a program that converts HAM screens into extra halfbrite ones The program may work wonderfully, and look superb, but who on earth is going to pay good money for something so specific? The programmer's answer to that dilemma is to place his program into the public domain as a shareware offering

This means that anyone can copy the program freely, but if they use it regularly they're supposed to send an amount of money to the programmer both as a form of gratitude, and as an incentive for him to continue working Of course, the blatant flaw in this plan is that the majority of people are reluctant to pay for something if they're not forced to

GETTING THEIR DUES

For this reason, certain PD companies developed the idea of Licenceware Under this scheme, the user has to pay the fee before they can get hold of the program Now, some might argue that by charging for the programs many people lose the incentive to try them out and thus their horizons are narrowed Furthermore, that Licenceware is just another name for commercial software This is true to a certain extent, but on the other hand Licenceware fees are usually only a fraction of the cost of commercial software and even at only a pound or so per disk (for PD) very few people indiscriminately buy everything that takes their fancy

HYPOCRISY?

When Licenceware was first started many of the PD companies who didn't cater for such a service raised their arms in indignation claiming that the scheme was depriving the public of their 'right' to free software I didn't hear many people screaming about the programmer's right to be paid for his work

Of course now it's a different story, almost all PD companies sell Licenceware, and some even deal exclusively with this kind of software

'So what's the problem?' I hear you say Well, in the same way that licenceware seemed to be a departure from the PD ideal, there are now companies who have taken the concept beyond its original motivation, which was to ensure that the author of a program received his dues

A number of companies are now selling Licenceware at double the price quoted by the software authors, taking 50% of the price for themselves

Not all companies who do this are using the extra money to line their own pockets Some are re-investing the money into printing commercial manuals for the products, and ensuring through advertising that the widest possible audience gets to find out about them Unfortunately, some companies are just money-grubbing scrooges who are growing rich at the expense of programmers too poor or distant to take appropriate legal action

IS IT THE END?

Yet again, the whole foundations are being undermined, but this time certain companies are emerging as universally disliked villains, disliked, at least, by the other PD companies and their programmer victims.

The whole issue is an emotive and complex one, with many murky areas to ensnare the unwary For example, if PD was only ever supposed to be a non-profit making idea, how is it that some companies have become so big that they require teams of full-time staff? You could argue that the PD distributors have to be able to survive whilst they're distributing, and this is an equally valid point By the same token, you could further add that the more staff they have, the more software can be distributed, and the more the programmers can be encouraged, and this is also true

I don't pretend to know all the answers All I know is that there are a few companies out there who are blatantly profiteering from the hard work of well-intentioned programmers, and if it doesn't stop perhaps these programmers may decide that the licenceware idea is an even worse one than shareware and start seeking commercial distribution of their programs, or worse still cease programming or distributing all together

Keep your eyes open, and comment with your chequebooks You know what the going rate is!

VISION, SOUND AND ANIMATION
FROM ROMBO
THE WORLDS BIGGEST AND BEST
MEGAMIX MASTER
VIDI-AMIGA 12
TAKE 2
Rombo

MEGAMIX MASTER

SOUND SAMPLER

Real Time Digital Effects

OVERVIEW

MEGAMIX master is a high specification, low cost digital effects cartridge that plugs into your printer port. Special stereo effects such as echo can be added in real time. You will find **Megamix Master's** performance and ease of use unmatched by any rival. Just plug it in and go...

Some of the Features Include:

*Thru port for printer or digitiser
*Fully multi-tasking
*Integrated 3.5mm jack plug and lead
*3D Animated icons.
*Compatible with Workbench 2.0.
*Both Mono and Stereo sampling

Real Time Digital Effects Include:

ECHO-Adds echo to incoming sound.
PHASER-Applies space age phase shift.
SYNTH-Adds user definable effects.
DIRECT-Plays incoming sound direct
VIBRATO-Rapidly varies frequency
STEREO ECHO-Adds digital delay between L & R speakers

Other Menu's Include:

REMIX (with many sampling features)
EDIT (for sample manipulation).
DISK (for saving and loading etc).

Workbench 2.06 Compatible

£39.95 Inc.

JUST LOOK AT THE SPEC.

VIDI AMIGA 12

IMAGE CAPTURE

4096 Colour Images

OVERVIEW

Vidi-Amiga 12 is the ultimate low cost colour digitiser for Amiga. There are no filters and no separate RGB splitter. Colour images can be captured in less than a second, mono images are grabbed in real time. Fully compatible with any video source.

Some of the features include:

*Multi-tasking software
*Advanced error diffusion stippling.
*Cut and Paste with masking.
*Capture into a user definable window.
*Load and save IFF ILBM and ANIM files
*Grab frames flipped on a X or Y axis
*Multi frame store with animated playback.
*Composite or S-Video input.

Display in the following resolutions:

PAL	NTSC
320 x 256	320 x 200
320 x 512	320 x 400
640 x 256	640 x 200
640 x 512	640 x 400

Supports several screen modes:

- 4096 HAM mode.
- 64 EHB mode.
- 32 colours.
- 16 colours.
- 16/8/4/2 shade mono
- 262000 HAM-E mode
- 256 colour EREG mode.
- Overscan/Interlace/Hi-Res

Image Processing and Enhancement:

Sharpen/Smooth/Negative/Quantise
Thresholding/Solarization/Mosaic
Edge Detection/Brush selected area.

Workbench 2.00 Compatible

COLOUR IMAGE CAPTURE FOR ONLY

£99.95 Inc.

TAKE 2

ANIMATION

Professional Animation with Optional Image Capture

OVERVIEW

Take 2, as used in *'Rolfs Cartoon Club'* is the ultimate multi-level animation package. Offering up to 4 levels of animation and 4 levels of sound. Images are drawn within your favourite art package then loaded into Take 2 as IFF files. If you own Vidi-Amiga you can digitise your drawings from within Take 2. We believe it's much easier to draw with a pencil than with a mouse.

Some of the features include.

- Compatibility with all Amigas.
- Supports 2, 4, 8, 16 and HAM colour
- Loads or saves IFF or ANIM files.
- Traditional animators dope sheet
- Play back up to 25 frames per second
- Dubbing or simulated onion skin

and lots more !!!

Applications:

- Traditional animation.
- Storyboards
- Product presentation.
- Line tester
- Stop frame animation.
- Cartoon productions.
- Education.
- 3D object animation.
- Video production.

VISIT US AT THE
COMPUTER
SHOPPER SHOW,
GRAND HALL,
OLYMPIA,
18-22 NOVEMBER
1992
STAND 614

Workbench 2.00 Compatible

£49.95 Inc.

AS SEEN ON TV

American Software (U.S.A.)	(217) 384 2050
Arkofoto (Spain)	(34) 3301 0020
Centresoft (U.K.)	(44) 021 6253388
Darius Soft (Austria)	(43) 123 4565
Gem Distribution (U.K.)	(44) 0279 442842
Goldhill Associates (Export)	(44) 081 9062006
H.B. Marketing (U.K.)	(44) 0753 686000

Rombo Ltd., Kirkton Campus, Livingston
SCOTLAND EH54 7AZ
Tel: (44) 0506-414631 Fax: (44) 0506-414634
Sales Hotline: (44) 0506-466601

Merlin Uraix (Austria)	(43) 5223 [illegible]
Micropace (U.K.)	(44) 0753 [illegible]
Precision Distribution (U.K.)	(44) 081 5403580
Scibis Sprl (Belgium)	(32) 2245 [illegible]
S.D.L. (U.K.)	(44) 081 [illegible]
Soundware SRL (Italy)	(39) 3022 32670
V.C.S. (Holland)	(31) 1045 [illegible]

GET READY 4 THE INVASION

PLAY THE GAME FOR...

COMIC RELIEF

COMIC RELIEF HAVE AT LAST GRASPED THE FACT THAT ALL THE PEOPLE WORTH COMMUNICATING WITH THESE DAYS BUY COMPUTER GAMES - AND IT'S A REVELATION WHICH THEY HOPE IS GOING TO MAKE THEM A BLOOMING FORTUNE TO PLOUGH INTO BRILLIANT PROJECTS IN AFRICA AND THE UK.

SLEEPWALKER

HERE ARE SOME IDEAS ON HOW YOU CAN GET ONTO THE SLEEPWALKER SPONSORSHIP TRAIL:

- BUY SLEEPWALKER - A DECISION YOU WILL NEVER REGRET - THE GAME IS VOICED BY LENNY HENRY, AND WORKED ON BY SOME OF BRITAIN'S FINEST COMIC MINDS (and a couple of gils who happened to be round that evening). FOR EVERY GAME BOUGHT £4.32 GOES TO COMIC RELIEF
- TAKE PART IN THE GREAT SLEEPWALKER CHALLENGE, WHICH WILL BE INVADING ALL THE BIG RETAIL CHAINS DURING THE WEEKS BEFORE RED NOSE DAY - MARCH 12th 1993.
- ORGANISE YOUR OWN SPONSORSHIP CHALLENGES LIKE: BEATING YOUR HIGHEST SCORE - TAKE ON YOUR DAD, OR YOUR TEACHER, OR EVEN YOUR SCHOOL IN A SLEEPWALKER CONTEST. DREAM UP YOUR OWN HIDEOUS CHALLENGE TO HA[illegible]NGUE YOUR FRIENDS.

ocean®

OCEAN SOFTWARE LIM[illegible]ED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ
TELE[illegible]HONE: 061 832 6633 · FAX 061 834 0650